

DRAGON
WARRIOR MAZES!

GAME

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Player's STRATEGY GUIDE to NINTENDO GAMES

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HE'S TOHO'S

GODZILLA!!

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DINO-RIKI
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A BOY AND HIS BLOB
& MANY MORE



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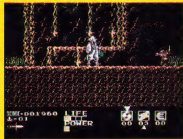
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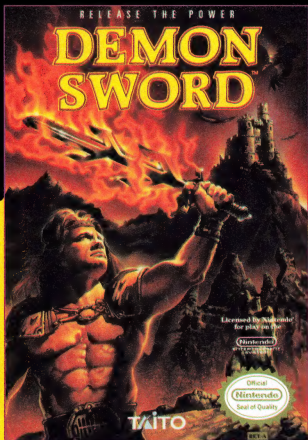
Beware the wrath of the Old Wizard of Cedar Mountain.



Brave the broken bridges and terrifying chasms of Bamboo Forest.



The magic of the Phoenix can save your life!



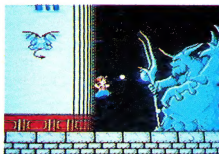
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With cunning and skill you wield the ancient and broken Demon Sword™. To defeat the evil forces ruling the land, you must recover the Sword's missing pieces and restore its mystical power. The journey is long and the way is hard. Gather your courage, grasp your blade, and release the power that is yours to control!

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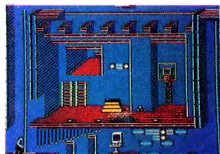
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GAME Player's STRATEGY GUIDE NINTENDO GAMES

February / March 1990

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EDITOR'S NOTES

We've got a GODZILLA of an issue for you, including the great behemoth himself starring in his own videogame from Toho! But there are plenty of other monster games in this issue as well.

Have those tricky mazes in Nintendo's *Dragon Warrior* been spoiling your fun? Our opening feature article is a revealing look at the game's mazes that's sure to set you straight.

Our Super Strategy section is bristling with the latest and hottest games. Check out Absolute Entertainment's *A Boy and His Blob*, a delightfully different cartridge created by master game designer David Crane; Nintendo's *Cobra Triangle*, the meanest speedboat challenge you can imagine; Data East's *Robocop*, a bucket of bolts, chips, and armor plate ready to tackle the toughest villains; Koei's *Romance of the Three Kingdoms*, one of a new breed of sophisticated strategy games for Nintendo fans; and Tengen's *Rolling Thunder*, a super-spy shoot-em-up that's non-stop action.

Our Hot Hits include Jaleco's *Bases Loaded II: The Second Season*, the follow-up game to the original very popular *Bases Loaded* baseball game; *The Chessmaster*, the first chess game for the NES, from Hi-Tech Expressions; the high-flying *Stealth ATF* from Activision; and many more.

1990 is already proving to be a big-game year for Nintendo fans. So, enjoy the action!

Selby Bateman
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A fantasy adventure from the Arabian Nights.

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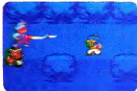
The ancient land of Arabia has fallen into despair. The evil magician Sabaron has released his demons from the underground, and now they are about to take over a once-beautiful land.

You have lost your memory, but you are the descendant of the legendary magician, Isfa. Now it is time to return to Arabia. You must fight to defend peace and unravel puzzling mysteries to save the kidnapped princess Scheherazade.

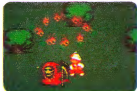
You and your allies will travel throughout the beautiful and mysterious land of Arabia, through the future and the past, and to worlds of water, deserts, forests and flowers. It's a grand adventure waiting to be fulfilled.

THE MAGIC OF SCHEHERAZADE

TM



Raise your strength with an assortment of swords, magical rinds, and special items.



Magical spells come to life on the screen in winds of fire and storms of electricity.



Giant enemies fill the screen and challenge you to battle.



An encounter with the enemy! Create a battle formation with your allies, then fight it out with powerful magic!

FIVE CHAPTERS OF MAGIC AND MYSTERY, OVER 750 DAZZLING SCREENS.

Unprecedented scale, challenging puzzles, and intense combat, unlike anything else. And a finale full of awe and wonder. The world of Scheherazade is an adventure full of glory.

ARTIFICIAL INTELLIGENCE ENHANCES THE GAME EVEN MORE!

With the support of the Artificial Intelligence programming, even beginning players can enter the magical world of Scheherazade and behold its wonders.

MAGICAL BATTLES WITH ELEVEN ALLIES!

Seek out your trusty companions and invoke an astonishing variety of magical spells. Through the past and the future, you are the hero, battling the sinister forces of evil.

GRAPHICS AND SOUND FROM A WORLD OF FANTASY!

With stunningly beautiful visuals and a musical soundtrack that will captivate your imagination, The Magic of Scheherazade is a gaming experience that'll leave you spellbound!

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games is here!

There's Bonus Stages, hidden
treasures, Warp Zones, and
plenty of other exciting secrets
to discover!

Who knows what
wonders and enemies
await you?



Hmmm, let's see.
Now where does this
warp hole lead to?

Look for the legendary treasures that'll help you defeat the
Demon's Army! The Dragon's scales are hard as steel, so
you'll need the Legendary Sword! Watch out for the Medusa
Beams! Better have the mirror
handy! Gather all the treasures,
and you'll be an awesome
Kung-Fu Hero!

So this is the
legendary sword!

The wicked Demon's Army is out to get you! The evil Kung-
Fu Commandos, the Gunmen with their gigantic bazookas,
the magical Medusa Cats, and lots of other enemies inhabit
the eight Demon's Castles. Punch and kick your way to the
ultimate in two-player excitement!



LET'S GO GHOST HUNTING!

GRRRRRR

Yeow! I'll let
you handle
this guy!

No way,
pal, he's
all yours!



GRAB THE TREASURES!



Sword

They say that a hero of an ancient legend once held this treasure. There's only one in this world.



Gun Ball

Aim at the enemies and fire away! Once you've tried this weapon, you'll be hooked.



Sake(wine)

Sorry, guys, it's not for kids. But give it to the Dragon, and he'll be reeling!



Shorin Temple Mark B

If the Cat Mage hits you with her beam, you'll turn to stone. But this treasure will protect you from it.



Shorin Temple Mark A

Watch out for Mr. Coffin, he'll grab on to you. But with this treasure, you'll be able to fight back.



Mirror

A mysterious relic of ancient magic, it reflects the enemies' beams. The fighting is a lot easier if you've got the mirror.

① Yeow! It's the huge and horrible Uni-Gon!

If you're not an expert yet, your best bet is to just run away. Use the warp tunnel to escape.

② Here it is, the warp hole!

It'll send you through another dimension to the next castle. What strange wonders are waiting on the other side?

③ A million point bonus!

There's plenty of hidden tricks, too. And here's one of them! In one of the stages, if you jump on to a suspicious-looking place, you'll get a million-point bonus! Can you discover this secret?



It's the DRAGON! Now's the time to use the sword.

His scales are as hard as steel. There's only one thing that'll cut through them - the legendary sword!

All right! It's the Bonus Stage!

Go in to the underground room and rack up points! Grab as many bonuses as you can, before time runs out.

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SUPER REAL KUNG-FU GAME.

**AFTER A PROLONGED SILENCE,
THE LEGEND RETURNS!**

You are Ryuhi, a dedicated student of the ancient art of Kung-Fu. But your wise master has been kidnapped, and with him, the Secret Scrolls, which hold the key to awesome fighting skills. Now, set out to defeat the evil Tusk Soldiers and regain the Scrolls. Your goal: The World Tournament of Contact Sports, where you will seek out the evil warriors of darkness.

OF THE

KUNG-FU SO REAL, YOU'LL BE OUT OF BREATH!

It's the first game to include realistic defensive techniques, letting you thrill to the most authentic kung-fu fighting ever created in a videogame.

With an incredible assortment of moves at your command, you'll feel like an expert fighter, thanks to the support of Artificial Intelligence programming. Here are just some of the fantastic moves you'll master.

The excitement is back!



FLYING DRAGON™ the classic hand-to-hand combat game and arcade hit (Shang-Hai Kid™) is back, especially enhanced for the NES!

WHO'S THE CH OF FIGHTERS?



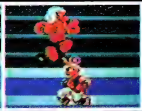
DARGON(Kung-Fu)

The leader of the evil Tusk Soldiers' Army. A mysterious fighter with astounding skills.



DEMON KABUKI(Wrestling)

Nicknamed the Laughing Devil after his brutal style of wrestling.



LITRON(Martial Arts)

A masked warrior with a shadowy past. His flying kicks and punches are unmatched.



GO HAYATO(Karate)

He sharpens his skills by training with a bear. His distinctive style of karate is as deadly as a ninja.



CAMP

You'll face the toughest challengers from six different styles of fighting, at the World Tournament of Contact Sports.

The gong has sounded. Now it's up to you to become the World Champion.

THORNRAM (Kick Boxing)

Unmatched in the world of Thai-style boxing. Sometimes called "Iron Legs" for his wicked kicks.



BRUISER (Boxing)

The result of the latest in sports technology, he's a monster among boxers.



The refined game play and sophisticated action will leave you breathless with excitement. When it comes to realistic kung-fu games, there's only one champion—FLYING DRAGON.

Kung-Fu has never been this real!

No other fighting game has this level of realism, this assortment of real defensive techniques. Over a dozen moves are at your command, all with the support of artificial intelligence programming. Armed with these awesome skills, you'll train at the legendary Shorinji monastery.

Six types of fighting!

You'll face the toughest challengers from the fields of Kung-Fu, Boxing, Karate, Wrestling, Kick Boxing, and Martial Arts. Only by defeating them all will you make it to the top.

Set off on a journey of intense adventure!

Your mission is to retrieve the Secret Scrolls, which hold the key to unique kung-fu skills. Now you must set off on the journey to complete the mystical mandara seal and activate its magical powers. With each new mystery, startling new powers will be in your hands.

The shadowy forces of evil await!

As you work your way to the World Tournament, you'll have to battle the forces of evil, masquerading as your opponents. It's up to your skills to transform them, and defend the world from the legions of darkness.



Nintendo

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DRAGON WARRIOR

MAZES REVEALED!

Dragon Warrior is a good example of the new generation of Nintendo quest adventures. The thumb-numbing, constant-combat format of earlier games has been replaced by a greater emphasis on strategy, cunning, and deductive thinking.

As the game begins, the evil Dragon Lord has stolen the magic balls of light that have guarded the peace and prosperity of Alefgard for generations. Many adventurers have sought to recover the light-balls from Charlock, the Dragon Lord's sinister castle, but none have returned.

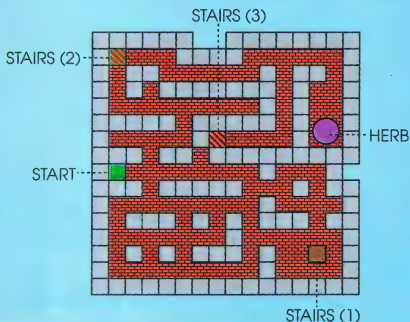
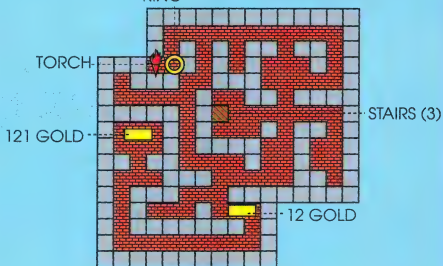
Now it's up to you, the last descendant of the legendary warrior Erdrick, to save the kingdom. You must wander far, collecting wisdom, experience, and magic. You'll fight many monsters, but not in the traditional — and very physical — Nintendo way. Instead, the computer matches your resources against the enemy's and referees the battle, then displays the results.

Dragon Warrior is a big-scale game that gives you an entire continent to explore. Once you've gained some experience, armor, weaponry, and magic spells, you can make good progress. One aspect of the game, however, retains both a traditional appearance and traditional level of difficulty: the mazes.

On these two pages, our game players have diagrammed the mazes found inside the cave to the northeast of the castle, the cave east of the castle (the one surrounded by rocks and poison marshes), and the cave found inside the poison swamp. We hope the maps will save you time and health points. Good luck!

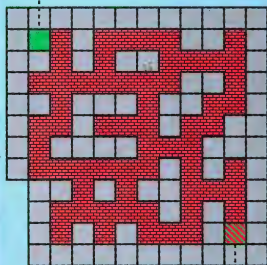
FIGHTER'S RING

CAVE LEFT OF CASTLE
Surrounded by Rocks
and Poison Marsh



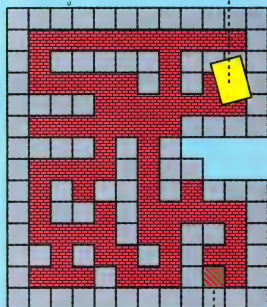
START

CAVE UP AND
LEFT OF CASTLE



STAIRS (1)

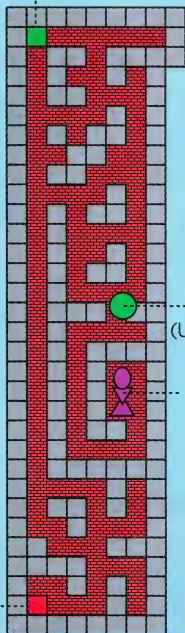
TABLET



STAIRS (1)

START

CAVE IN
POISON SWAMP



DRAGON
(Use Sleep Spell)

PRINCESS

EXIT

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Each issue is filled with color and packed with solid information, hundreds of hints and tips, game descriptions, even maps and complete solutions to complicated games!

In the days before Christmas, people hunting for Nintendo cartridges to stuff into the stockings of their loved ones usually head energy racks. Every new game seemed to be in short supply.

But since January there has been a constant stream of new releases. From Super Mario Bros. 2 and Double Dragon to the more exotic



NINTENDO NEWS

New Titles Perk Up Nintendo Library

Little known

also. And it swells the few releases have more personality than games of the past — which all too often seemed interchangeable, like clones of each other. Certainly Amigan, Bubble Bobble, and Gargoyle 33 are not variations of games that have come before.

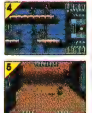
Bionic Commando
Neither is Bionic Commando, Capcom's new adventure. Okay, our hero is a single-handcuffed, bawling loner of heavily armed soldiers, trying to rescue Super Joe, and attempting to destroy the (legendary) Army's armada at the same time. And yes, he's screwed with a gun that goes awry periodically throughout the game until it becomes a "Cyber Nutschak." Still, the Bionic Commando

does not run, jump, and lasso cheaply way through enemy lines. Instead, he has a special grapping mechanism called a "bionic arm." When he reaches a chasm, or when he needs to reach a high ledge, he just throws a wire (remember Spider-Man?), which is immediately anchored. Then he can either jump across the chasm or raise himself to the ledge.

The game begins on a map of 19 areas. The helicopter which drops the Bionic Commando can travel to any of the zones. Which one for enemy trucks, however, because when you run into one, you automatically demand and battle the enemy. Areas 1 through 12 are each different, with dangerous obstacles to overcome. Areas 13-19 are "repeating zones." They contain masses of enemies to defeat, but always in the same pattern. You'll pick up vital supplies as the hectic scenes that you'll need to complete other areas. A game to save 15, for example, lights the tunnel 15 areas if you don't have to battle enemies in the dark.

When you encounter the enemy, you charged into one of two locations — a beach or a desert. Here, you fight the enemy on a beach.

1. Study the Bionic Commando map to find out where the enemy is and where you can go.
2. The Bionic Commando can only jump a short distance and can't fly.
3. The power leap or dash is a vital part of the game. Use it to reach the enemy.
4. The enemy has the same of the same. Try to jump in. In the same way, it's better to jump in than to be killed.
5. When you encounter the enemy, you charged into one of two locations — a beach or a desert. Here, you fight the enemy on a beach.



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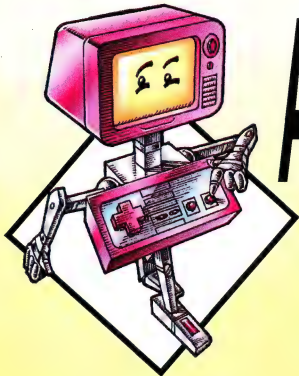
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NINTENDO 8 REVIEWS

TECMO BOWL

William R. Trellier

Sports games for Nintendo are always an exciting prospect. In fact, as this game, if you're a fan of sports games, you may find it hard to keep track of what's good, what's new, and what's hot. Tecmo Bowl is all there — and it's well worth the attention of football fans of all ages.

Perhaps the most notable feature of Tecmo Bowl is that it simulates the various strengths and specialties of real-life NFL teams. As NFL fans with exceptional passing, defense, or kicking has become an integral part of the game. The great football love the feeling of actually being able to coach or quarterback their favorite teams.

Tecmo has come up with a very playable system of screens. Before each play, you can choose from four different strategies shown on the screen. Then, by manipulating game-screen controls, you can run the play. By using various button combinations, you can also make some quite realistic moves. The situation, you can make a diving tackle or attempt a blocker who gets in your way.

Tecmo Bowl has some other interesting details. You'll have a very impressive synthesized voice that will cheer, controlling the game from the quarterback and busy cheers from the crowd when-

home-crushing power than real-life players could ever withstand. When the two teams line up, the wide receiver fly through the air, and the synthesized voice gives a loud cheer.

Tecmo Bowl is a solid achievement. It successfully simulates real football, filling the screen with noise, color, and action. Because of the way it simulates real teams, it provides considerable room for strategy. This is one of those truly competitive titles! Nintendo develops that parents and kids can enjoy equally.

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ADVENTURES OF DINO-RIKI



In the beginning, you only have stones to throw, so the ability to dodge the enemy is important.

THE GAME

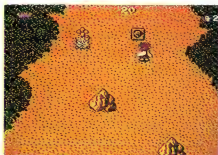
It is a time when the world is ruled by ancient dinosaur creatures, huge entities of power and longevity. It would seem that a creature as puny as man could never find a foothold in the struggle to rule the planet. Only you, Dino-Riki, dare to think differently.

Being intelligent as well as courageous, you are able to see man's future. Since you know that the fight for supremacy must begin somewhere, you decide to let it start with you. In the swamps, deserts, caverns, and canyons of a violent world, you carry the fight directly to the creatures which so haughtily oppress your own kind.

Beginning with simple stone weapons, you gradually progress to more powerful fighting tools, such as axes, boomerangs, and torches. There are other items to be found in this strange world which can give you superhuman powers or even turn you into the ancient warrior, Macho-Riki. And you'll need every advantage to counter the sheer power of the five monsters.

Adventures of Dino-Riki may play a bit fast and loose with prehistory, but if you can overlook that, you'll find a game that's exciting and fun, both in game play and characterization.

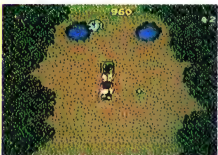
Hudson Soft



You gain new powers and weapons from shooting at the "flowers" which cover the landscape of the first stage.



You'd better hope you've picked up a better weapon by now. Otherwise, you'll never beat the flying insects.



Grab that heart for an extra life. But don't forget to watch out for the deadly flying fish in those little ponds.

Instead of trying to cross over the disappearing lily pads, you can go around the side of the lake. Not only do you escape getting your feet wet by this alternative route, but you also avoid enemies.

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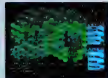
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If the lily pads are close enough, it isn't always necessary to jump. In these instances, you may be able to easily walk across them.



Still, you may cause a few splashes before you get the range for jumping across these lily pads.



These pads are particularly tricky, since they appear and disappear without warning. If you have flying ability, you're ahead of the game.



One of your most powerful weapons is the boomerang. However, it's considerably more difficult to control than your rocks.



Multiple boomerangs can be really deadly — and thus quite effective — against some of the bosses.

WRITE HOME

if you get the chance.



Master The World's #1 Arcade Game

Situation critical. Terrorists have taken innocent Americans prisoner in a jungle stronghold. The valleys echo with salvos of gunfire and the whirl of chopper blades.

As leader of Operation Wolf, you are the prisoners' only hope for freedom. You've got to blast your way in, hit the terrorists hard, and get out—fast. The enemy forces have you outarmed and outnumbered. To survive, you'll have to outfox them.

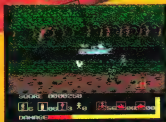
Expect howling action and arcade-quality realism. In Operation Wolf. Where you've got a fighting chance. But that's all you've got. From Taito.



Six Missions: Knock out the terrorists' communication post, command-style.



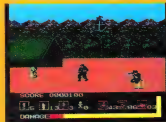
Locate the heavily-guarded enemy ammo dump and blow it sky-high.



Blitz well-armed guerrillas lurking deep in the hot jungle—it's do-or-die.



Penetrate the prison camp, pin down the terrorists, and free the captives.



Strafe your way through harrowing ambushes to the terrorist-held village.



Finally, airlift the rescued captives to safety—and escape with your life.

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Actual Nintendo Entertainment System® Screens shown.

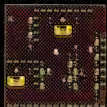
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wrong
with a
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You are the Casino Kid. As you maze through the casino, you pick up gambling tips you'll need to help win at blackjack and poker. The stakes are high and the games are hard. Life's a gamble so what have you got to lose? Come on, gamble with us. We dare you.



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Don't linger at the edges of certain lakes. Sometimes enemies will start to swarm more quickly and trap you before you can cross to the other side.



Just when you thought you had those lily pads figured out, they sneak these moving islets in on you.



Obviously, no common prehistoric citizen lives here. It looks like you've made it to the domicile of a boss.



The Pteradodon boss looks tough, but if you just continue to bracket him with torch blasts, you'll get him easily.



Got him! See? We told you he wasn't so tough. There are, however, tougher bosses ahead.



EVERYTHING ELSE

The Power Glove. You plug it in like any joystick. But the similarity stops there. Because now you don't just guide the action. You're in the action.

As soon as you put on the Power Glove, its 3-D sensors track the position of your hand in space. You enter the program code. Calibrate the glove. Center it. And feel the mechanical moves of a joystick give way to free-flowing, instant response.

You actually knock out Mike

Tyson. Grab the steering wheel of Rad Racer. All simply by moving your hand.

The Power Glove also gives you moves you've never had before—and never will have with a joystick. Twist your wrist for an immediate head butt in Double Dragon. Bend a finger for "Thrash Mode"—your character turns and shoots in all possible directions.

Bend another for "One-Shot Turnaround": you automatically change direction and fire faster than





IS CHILD'S PLAY.

you ever could with a joystick. With new moves at your disposal, the Power Glove makes your joystick games, especially vertical scroll games, new. Different. More exciting.

And that's only the beginning. Because with games specifically designed for the Power Glove, you'll be blown into another dimension: the third dimension.

In the '80's, all video game play occurred

in two dimensions: up, down; left, right. Starting in the summer of 1990, software designed for the Power Glove adds the third dimension—depth—so that you're playing in a "virtual reality." It's the future of video games. Years ahead of schedule.

So put on the Power Glove and put on the power of the future.

And feel everything else become child's play.

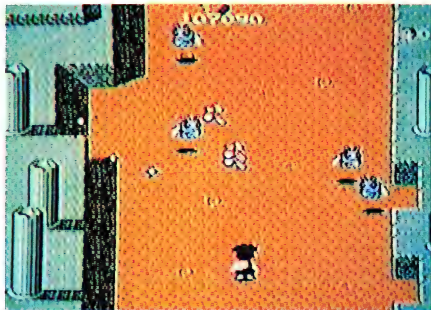


POWER GLOVE™

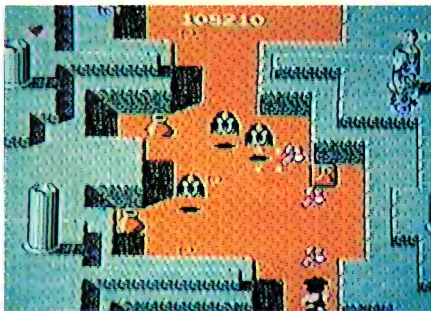
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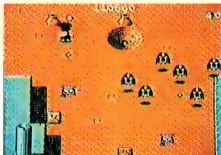
You should never fail to shoot everywhere on the screen since the power-up items aren't always hidden under the flowers. Valuable items may appear out of thin air, but only if you happen to shoot in the right direction.



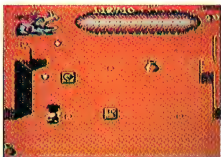
You may have thought you'd seen the last of those bees, but think again. In this stage, they're both tougher and faster.



A new complication. And you always thought bats never went out in the daytime.



The sinkholes are similar to the lily pads. They appear and disappear at irregular intervals and are just as deadly as those pesky pads.



What did this guy have for lunch? Even garlic breath was never this bad!

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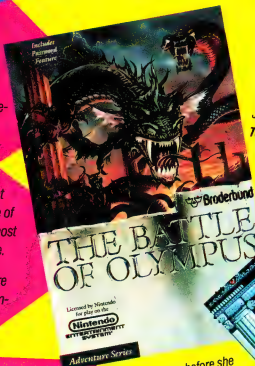


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Save the beautiful Helene before she is devoured by the hideous Hydra. This is relentless role-playing action with graphics that need to be seen to be believed!
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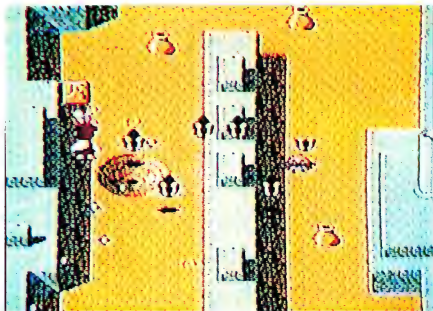
Battle through devious dungeons full of vicious monsters, and finally challenge the most powerful dragon in history. Join the greatest adventure of all time!
TOP 10 ranking by Nintendo Power*!



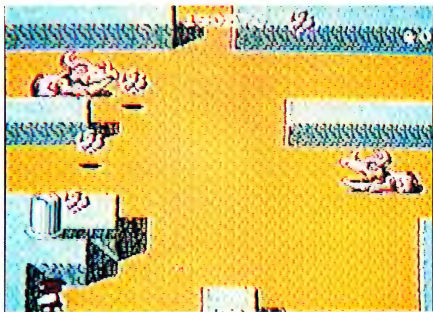
Destroy the evil alien onslaught before it devastates Planet Earth. Here's action so fast that only the hottest starfighters will survive!
TOP 10 ranking by Nintendo Power*!



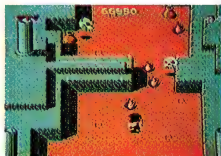
Don't be tempted to run to the top of the screen to pick up a needed object. You might be caught with no place to go and no way to get off a good shot.



Here's a really bad combination. Not only are you facing an attack from the sky, but there's also one from the very ground you stand on.



Great! More friends waiting to breathe down your neck. What you wouldn't give for a vat of mouthwash!

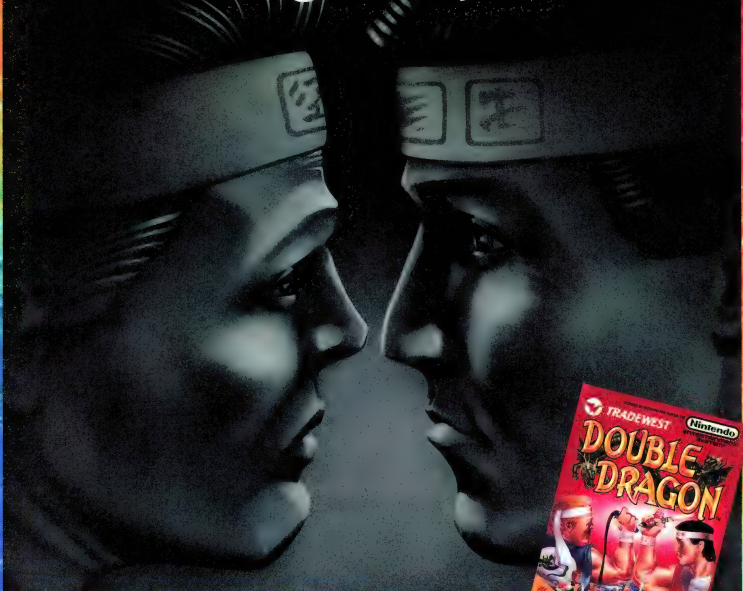


These skulls are a new complication. But fortunately, they also signal that the boss's lair lies just ahead.



Once again, you stand at the portals of another challenge. Which boss will it be this time?

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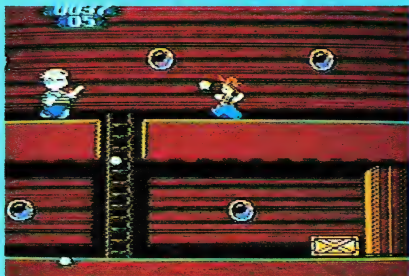
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ADVENTURES OF TOM SAWYER



Several little pirates attack when you get below deck. Hit them with rocks while they're still on the ground. They're harder to hit when they're jumping.

THE GAME

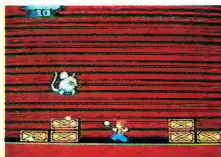
Remember Tom Sawyer whitewashing Aunt Polly's fence and conning his friends into helping out? Remember how he attended his own funeral with Huck Finn? Remember that scamp dodging bullets from a giant airship? What — you don't recall that last item? Well, then you obviously haven't played *The Adventures of Tom Sawyer*.

It seems that one day Tom falls asleep in school and has a fantastic dream adventure. Becky Thatcher, that pigtailed cutie, is kidnapped by Injun Joe. Tom (in competition with Huck Finn in a two-player game) embarks on a long quest to rescue her.

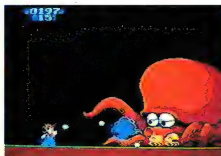
His mission begins in a pirate ship, then takes him on a raft down the Mississippi, through a forest, into a haunted house, across the sky, and into an eerie cave — the same cave where he was once lost for three days. He'll fight giant rats, octopi, alligators, gophers, monkeys, skeletons, snakes, flying dragons, giant airships, and piranhas before his final battle with Injun Joe.

The Adventures of Tom Sawyer is Seta's first game for Nintendo, and it is a respectable entry. The game is not particularly complex, but there is a good variety of characters all presented in crisp graphics. Mark Twain never wrote about *these* adventures — but maybe that's because he never thought of them!

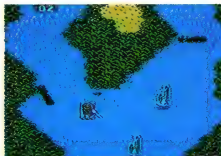
Seta



Pamu, the giant rat, appears on this stack of crates. A couple of rocks will destroy him, but he'll reappear on the right, so don't turn your back on him.



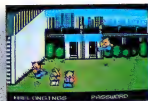
The boss of the pirate ship is Nuraclus, a giant octopus. Watch out for his tentacles and the poisonous ink he shoots from his mouth. A couple of direct hits to his eyes will destroy him.



Parts of the raft journey are like being inside a pinball machine. You have to time your movements carefully if you want to get through this bumper without capsizing.

While you're on the pirate ship, you'll be attacked by Takon, small octopi. They shoot puffs of ink. The first shot won't harm you, but the second will kill you — unless the second shot is a stream of water instead of ink. Often, you can draw the Takon into a fight without risking your health. Go toward them until they start their jerky swimming. Then back off a little. They'll usually swim right by you, especially if you're perched on a ladder just beneath them.

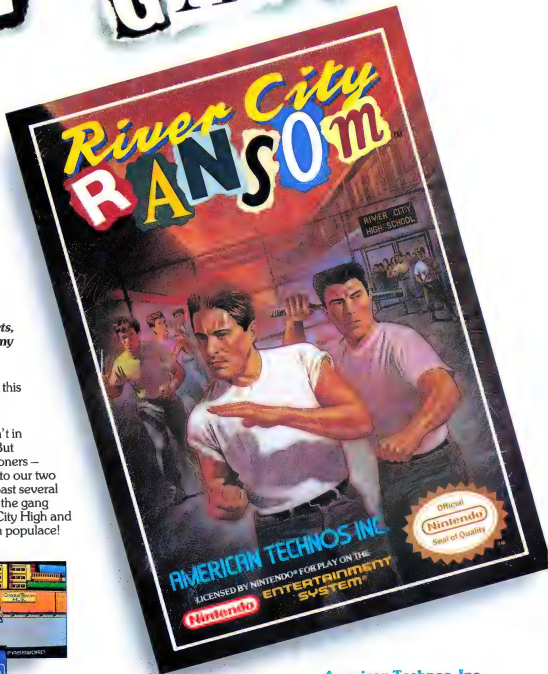
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***"To the Citizens of River City:
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FOR KIDS!

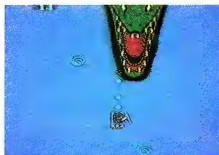
Toward the end of the rafting sequence, you'll come to a fork in the river. Stay to the right. If you take the narrower left fork, you'll be attacked by a bully on the shore. He'll still shoot at you if you're on the right, but he'll be farther away, and you'll have more water area in which to practice evasive actions.



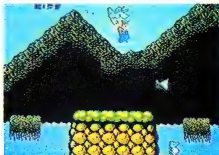
As you shoot enemies and obstacles, they'll leave weapon and power icons behind. You should grab that heart icon before it disappears. It will make you invincible for a brief time.



If you collect 20 T icons, you'll earn an extra life. But don't grab the icons too fast — that death's head icon takes ten T icons away from your total.



Waiting at the mouth of the river is another mouth. Unfortunately, this one belongs to Gulogiry, a huge alligator. If you shoot at him while his mouth is open, you can kill him quickly.

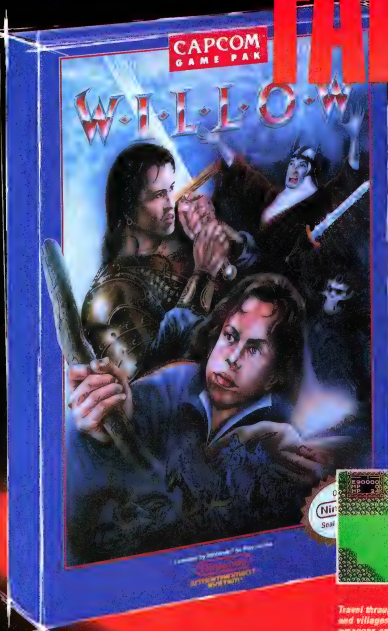


When this pelican flies overhead in the forest scene, don't shoot it. Instead, grab hold and prepare for the flight of your life.



PREPARE FOR A

WICKED FANTASY

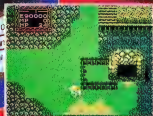


Travel back to a time of sorcery and magic when the evil Queen Bavmorda ruled the land under a reign of terror.

According to legend, a baby has been born who will destroy the heartless ruler. But the Queen vows she'll slay the child first!

As Willow, the child's chosen protector, you must face the deadly challenge of mysterious forests and villages while battling the Queen's Nockmaar army. In the meantime, your fate depends on collecting an arsenal of swords, shields and magic for the ultimate confrontation with the Queen!

So prepare yourself for the only action fantasy with wicked graphics and playability. From Capcom U.S.A.



Travel through mysterious forests and villages, accumulating weapons and magic.



Be on guard for an action-filled battle with Queen Bavmorda.

CAPCOM
USA

The pelican from the forest scene and the balloon in the sky sequence can give you welcome lifts through sections of the game. But it's up to you to decide when to let go. If you don't keep an eye on your enemies, you're likely to go flying right through a swarm of foes. You also have to avoid falling in the water or through a gap in the clouds.



These little monkeys zip up and down the trees with amazing speed. But most of them follow the same pattern over and over. So pick a safe spot above their heads, watch them for a while, and then plan your jumps.



The monkeys will get together at the end of the forest scene and form Sarundon, the giant ape. He'll spit rocks at you that start as clumps and then explode. Destroy him quickly by shooting him in the face.



After meeting several unarmed skeletons, you'll run into this knife-carrying bag of bones. Jump above him to avoid the knife he throws, then climb down. He only throws the knife once.



You know this witch is bad news — just look whose picture she puts up on the wall. Luckily, she's not difficult to destroy. Just watch out for the balls of fire she throws.

Become the ultimate warrior in the ultimate war.

IRON SWORD WIZARDS & WARRIORS II

The evil Wizard Malkil is back. And his fury rages out of control in the form of four sinister elementals: Earth, Wind, Fire and Water. As Kuros, the knight warrior, you track them in their dark domains—pursued by armies of vile creatures. To emerge victorious, assemble the shattered IronSword. And face what no warrior has ever faced before!



Look for IronSword and
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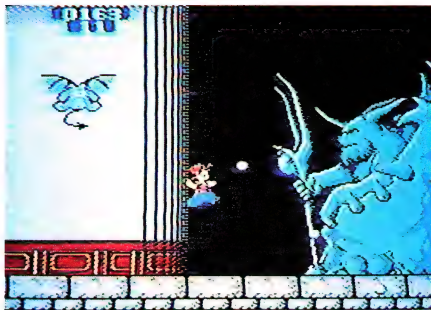


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Masters of the Game™

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The giant airship at the end of the sky sequence is certainly more intimidating than the bosses of the other levels, but no more difficult to destroy. Stay in the light blue stripe of the zeppelin. Your shots will destroy the cannon head-on and arc downward to blow up the covered guns. Move down near the end of the airship to destroy its motor by shooting it directly from the front. Then you're home free.



This impressive boss isn't as dangerous as his bat cohort. Destroy the bat, then shoot the ball on the boss's scepter.



Grab a lift on the red balloon, but let go before the flying dragons start zipping by.



This is a really tough part of the game. Try not to let a dragon fly by you without destroying him — he'll simply turn around and come back from the other direction.



Since when are cupids armed with lightning bolts? Stay out of range until the cupid comes closer to your level. Then jump up and shoot.

Enjoy
Hudson

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BE THERE! Feel like part of the action with Hudson's New **Personal Stereo Controller** and the magic of sound effects.

Just put on the stereo earphones. And get ready. Sound shifts rapidly from ear to ear, while video images race across the screen. It's fun and intense – almost real – as the excitement swirls around you.

The joycard also comes equipped with volume control. Plus, a rapid-fire setting of up to 15 shots per second – for when you need maximum power.

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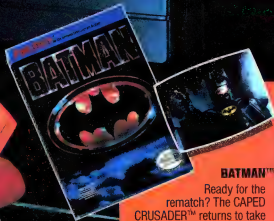
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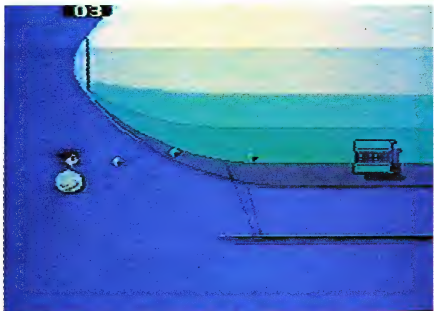
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Treat the stalactites and icicles inside the cave the same way you did the octopi in the pirate ship. Go forward until they start to fall, then back up so you won't get hit. Some fall and some don't, but you still have to proceed with caution.



You can shoot these gun turrets while staying out of range if you fly along the light blue stripe on the zepplin.



Scorpions and stalactites are just two of the dangers you'll face in the cave — Injun Joe is in here somewhere, too.



Don't try to cross the waterfall, or you'll be lunch for the piranhas. Instead, climb straight up the left side and onto the ledge you'll find.



Is this Injun Joe and the Loch Ness monster? Don't worry about that rather large reptile — aim for Injun Joe and Becky will soon be rescued.

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'Gators galore! Eight scrolling screens—secret entrances to bonus areas—hungry 'gators that unexpectedly swallow your ball and move it to a new screen—all in a package you can slip into a pocket and take with you anywhere. You'd need a pinball machine the size of the Everglades to hold all this excitement, but Hal America and Game Boy® make it portable.



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A BOY AND HIS BLOB



Punch-flavored jellybeans turn Blob into a hole perfect for shortcuts between subway floors. Jump through the hole, then step out of the way before the hole drops down to another floor.

THE GAME

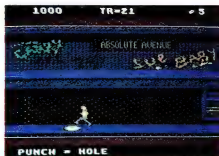
Things aren't too happy on the planet Blobolonia. These days there's an evil emperor who has decided that vitamins are bad and chocolate is good. So what's wrong with that? Well, even aliens can't exist on sweets alone.

Luckily for the health of Blobolonia, one of its inhabitants, Blobert (Blob for short) has made his way to Earth and has found a friend — you! The two of you must earn enough money to buy vitamins. Lots of vitamins. All those health pills will be poisonous to the emperor, and the Blobolonians can go back to eating spinach.

But as long as Blob is eating sugary treats, it's a good thing you can put your hands on a supply of jellybeans. And even better that each jellybean has an effect on Blob. He can turn into ladders, holes, trampolines, and lots of other items with just a single sweet. So with his help, you explore the maze-like caves beneath an Earth city looking for treasure, and then the alien landscape of Blobolonia searching for the emperor.

A Boy and His Blob is the first Nintendo game designed by David Crane, the mastermind behind the best-selling videogame of all time — *Pitfall* (for the Atari 2600). Gamers will find that all the enjoyment and challenge of that hit is repeated in *A Boy and His Blob*.

Absolute



When you're ready to leave the subway system, you have to place a hole in precisely the right spot. Take a look at the Absolute Avenue sign. The hole goes just to the left of the sign.



You can't shoot the oversized caterpillar, but you can outmaneuver him. Run under the serpent at the top of its arc. And don't forget to grab the treasure while you're at it.



You may have an alien friend, but you're not invincible. Though you have good jumping ability, don't try to make a jump higher than a screen and a half.

If you're worried about a jump that might be deadly, take a look in your jellybean bag for a bean you have in good supply. Toss the jellybean over the edge of the jump. The screen scrolls to follow it briefly and gives you a preview of the drop. But if you're *still* in doubt, use a vanilla jellybean to form an umbrella parachute.

There are a lot of dead ends down corridors and caverns. But you should explore each of them at least once as you play, just to see what's there. Remember, the more treasure you pick up in the subways and caves, the more money you'll have to buy vitamins. Sometimes exploration is worth the extra effort.



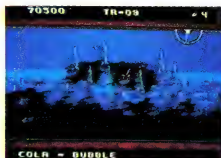
Protect your head from falling rocks with an umbrella (vanilla jellybean), and then torch the huge cobweb with a blowtorch (cinnamon jellybean).



Ouch! Watch out for these spikes. You don't want to send Blob to shapeless alien heaven before his time.



Another way to sail through *A Boy and His Blob* is by bubble locomotion. Your cola-induced bubble floats to the right, but the entrance to the water is to the left.



At last the payoff — a pile of treasure. Unfortunately, it's protected by a ring of spikes, so be careful.

When you're stuck on a ledge with another perch just out of reach, or when you want to do some exploring for hidden items, use the tangerine jellybean to transform Blob into a trampoline. You'll be able to go up several ledges with one good jump. Just watch your head — you don't know where the ceiling is until you hit it.



Here's a ledge you couldn't see from your former position. Use a trampoline (tangerine jellybean) to get up here.



Manholes are excellent exits. But these covers are heavy! Use a jack (apple jellybean) to force the lid open.



Don't overlook this valuable bag of jellybeans. There are flavors found here that you won't see anywhere else in the game.



Once you've explored the underground regions for treasure, take your loot and visit a health food store. It's going to take quite a few vitamins to treat Blobolonia's emperor.

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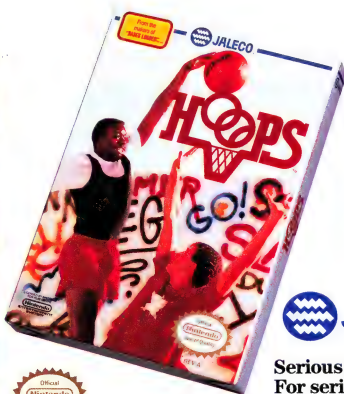
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Overtime.

This is roundball as it was meant to be played. By the playground legends who take the game from the pavement into the stratosphere. The competition is so intense you can feel it, the graphics as explosive as each thundering slam. Play just once, and you'll know it's the only game in town. HOOPS™. New from Jaleco.

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Maybe you've noticed that even Blob won't eat one of the jellybeans you've found — the ketchup-flavored variety. But you can still put it to good use. When you've jumped to a high ledge from a trampoline, Blob isn't able to follow you. So just toss the ketchup jellybean and Blob will "catch up."



They certainly don't have trees like this on Earth. Each cherry bomb that hits the ground creates an explosion. But vitamin C shoots in the correct trajectory to destroy the cherries.



Jump on a trampoline just outside this cave, and you'll receive a pleasant surprise.



The popcorn behaves in much the same way as the cherries. You should definitely try to avoid the kernels.



It looks like an unbalanced diet has loosened some teeth around Blobolonia. It's too bad these falling cuspidis are hazardous to *your* health. Watch their pattern, then make a run for it.

HAL America Brings You 3 Hot New Games!



AIRFORTRESS™ Our shoot-em-up with a difference! While battling your way through enemy defense forces, you must pick up the energy and weaponry items you'll need for the coming challenge. Then into the body of the Air Fortress itself, where you must find your way through the mazes to the reactor, then plot your escape before the energy supply is depleted. The perfect combination of high-energy arcade action and brain-teasing problem solving.

ADVENTURES OF LOLO™ There's no macho warrior armed with the latest destructive technology in this game—only our valiant little Lolo, taking on all challenges armed only with ingenuity and patience. A game for adults as well as children, *The Adventures of Lolo* contains fifty different mazes of increasing difficulty that must be defeated, not by force, but by wise use of the tools at hand. This is the game we play when the boss isn't around!

ROLLERBALL™ The classic pinball game of the '50s, updated with the technology of the '80s—you've never seen a pinball game like *ROLLERBALL*. Two game options, the four-screen scrolling excitement of Skyscraper and the one-on-one competition of Matchplay, bring a brand new challenge for old hands and novices alike. At last, a video game that gives Dad a chance to win! And, *ROLLERBALL* won't tilt!

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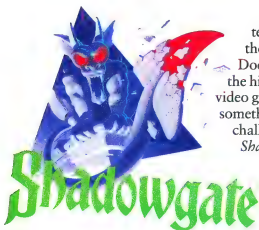
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INTRODUCING TWO NINTENDO® GAMES FOR THE GROWN-UP IN ALL OF US.



Being treated like a little kid can be a real drag. Grown-ups always telling you what to do. What to think. Like you haven't one intelligent thought of your own. Okay. So you have a few more years to grow. Doesn't mean your only interest is zapping aliens all day, running up the highest score. Sure, there was a time when you enjoyed playing simple video games designed for children. But you're older now. Smarter. You want something more. Something like a challenge. A grown-up challenge. A challenge that tests your mind, not just your wrist. Well, check out *Shadowgate*™ and *Desert Commander*™ by Kemco Seika.

Hot Fun From Two Cool Games.

These innovative new programs bring you all the fun and excitement you'd expect from one of the world's leading NES® software makers.

Shadowgate is the hottest fantasy adventure ever plugged into a Nintendo Entertainment System®. Like some of the best interactive PC games, *Shadowgate* has multiple screens of text and graphics, plus animation and sound effects. A unique "save game" function lets you continue a "lost" game without starting over.

Your objective is to destroy the evil Warlock Lord and his pet Behemoth.

But to beat this mean son of a witch you gotta be smart and discover all the hidden clues, mysterious objects and magical weapons concealed within the castle grounds.

Desert Commander is the ultimate war strategy game. With all deployment options, and infantry, artillery, and aircraft firepower completely variable, *Desert Commander* takes the best from tactics-oriented board games and couples it with the speed and versatility of a computer.

To begin, you and your opponent determine the firepower of each army component. Both sides carefully establish their

offensive and defensive positions — then, boom, bang, pow! But remember, to win, your strategies should be brilliant; your tactics flawless.

Leave the Kid Stuff Behind.

If you're ready to leave the kid stuff to your little brother and get into something more interesting, more challenging, get into Kemco Seika's *Shadowgate* and *Desert Commander*.

Because hey — you don't have to be big to think big.

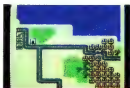
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INTRODUCING TWO NINTENDO® GAMES FOR THE KID IN ALL OF US.

Sure. It can be pretty embarrassing. Everyone else is finally asleep. You quietly slip out of bed, tip-toe into the family room and gently insert the awaiting cartridge. When just as you're about to zap your zillionth alien onto another astral plane—flash!—the lights go on . . . You're busted. Caught red-handed and red-faced, playing yet another juvenile, one-dimensional video game.

Well, blush no more. Never again will you have to hide your passion for video game excitement and entertainment. Never again will you find yourself lamely justifying a game designed to be played by eight year olds.

Not for Kids Only.

Introducing *Shadowgate*™ and *Desert Commander*™ by Kemco Seika.

Not only do these two pioneering and



innovative programs deliver all the fun you'd expect from one of the world's leading NES® software developers, but they also provide something extra. A challenge. A grown-up challenge. A challenge that tests the agility of your mind, not your fingers.

Shadowgate is the most engaging, object-oriented, interactive graphic adventure you've ever seen on a Nintendo Entertainment System®.

Shadowgate features text and animation, multiple screens, participatory "mouse"-like controls and a special "save" function like those found in the finest PC games.

Desert Commander is the ultimate war strategy game that simulates realistic battle



situations. With military component strengths and deployment options completely variable at five levels of combat complexity,

Desert Commander takes the

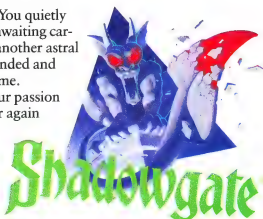
best from logistics and tactics-oriented board games and couples it with the power and versatility of a computer.

Come Out of the Closet.

If you're a closet Nintendo fanatic playing behind closed doors, step out and step up to Kemco Seika's *Shadowgate* and *Desert Commander*.

Because hey—you don't have to be a kid to play.

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When you land on Blobolonia, take note of your position. Use a trampoline to explore the area just over your head. You'll find some valuable peppermints. Remember, you earn an extra life with every five peppermints.



This may be the first game with killer coathangers as villains. As you shoot the hangers, you'll see gaps the next time they circle around. Only when all of them are destroyed can you make the jump.



Were you wondering what those lime jellybeans were for? You won't get through that door without a key. But luckily Blob is glad to oblige. And the gingerbread men are friendly.



Here's another hidden area you'll find only with a well-placed trampoline.



At last you face the evil emperor. But not until after he's captured Blob. Here's a hint — don't use cola jellybeans in tight spaces. Try another flavor instead.

Put Your Brain in Action



The Portable Puzzle for your Game Boy System

BOXXLE is the go-anywhere brain teaser that makes action games look easy. Your challenge is to move the boxes into their proper spaces and clean up the "warehouse." Sounds simple? Just try it! You need more than manual labor to win, it takes *brain power* to beat BOXXLE! Once you clear a screen there's another. And another!



Each more difficult than the last. Over 100 screens! Plus you can choose which screen to play or use the edit function to create your own screens. Get your Game Boy ready to go. You'll never get bored once you get BOXXLE!

- 108 screens
- 3 edit screens
- Password memory
- Animation and synthesized sound

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GAME BOY



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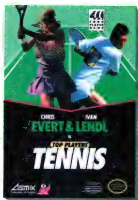
Not Just Kid Stuff



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SCORE BIG WITH ASMIK

"Greetings, gamers. I'm Boomer. You'll see me representing all the exciting games by a new company called Asmik. Asmik, has had popular success in Japan, so I'm sure you'll be seeing a lot of Asmik's great games for your Nintendo Entertainment System.[®] I'll be appearing in my own game, too. You can help me battle the enemy in a prehistoric adventure for Nintendo's portable GAME BOY.[™] So when you want action and adventure remember Asmik, and remember me, Boomer."



CASTLEQUEST



Without keys, you can't make any progress in the castle. Grab that blue key by first timing your jump to get close behind the knight, and then attacking him when he turns.

THE GAME

You may be disappointed early in *Castlequest* that your adventure is confined to just one castle. But you'll soon be thankful. The 100 rooms of Groken Castle hold enough traps, puzzles, and enemies to confound even a brave prince.

As Prince Rafael, your mission is to rescue the lovely Princess Margarita, who, along with a couple of magical fairies, has been kidnapped by the Mad Mizer. It won't be an easy rescue, though. You'll face obstacles at every turn, many of which can't be surmounted with a simple swing of your sword.

Knights and wizards can often be dispatched with a well-timed thrust, but what about the seemingly invincible bishops, fire spirits, phantom flowers, and attack cats? Then, too, there are rooms in which finding an exit depends on how inventive you can be with the objects at hand. You can be helped — or hindered — by the numerous conveyor belts, elevators, flying blocks, power beams, bricks, candles, jars, barrels, and lockers. But just when you think your problems are solved, you run into one of the hundreds of deadly needles strewn throughout the castle.

Castlequest has taken the best features from several other games and combined them in a unique way. There's enough challenge to keep you occupied for quite some time, though you may be pulling out a few hairs before you finish.

Nexoft



Move the brick to jump up and get the key. You can get past the bishop if you jump over him at the corridor's highest spot.



Get the blue key, then ride the elevator up, push the brick out of the way, grab the yellow key, and go back the way you came.



You'll want to move the locker over to the opening, go up to the next level, and kill the wizard before he conjures up some help.

If you come to a floor patrolled by a knight, get rid of him as soon as you can or he'll eventually start firing arrows at you. Try to follow close behind him, then use your sword as he turns around.



8 EYES



As Orin the Falconer, you must save the world from the evil of the 8 Eyes. These Jewels of Power are held by the King's dukes, who plan to use them to rule the

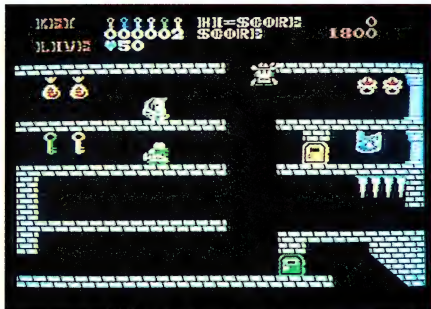


world for their own profit. Control Orin and your falcon Cutrus alone, or in the unique simultaneous mode, where you are Orin, and your friend is Cutrus. Contains Password feature.

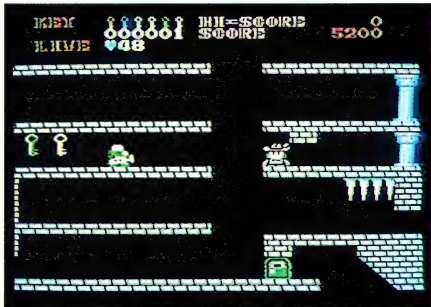


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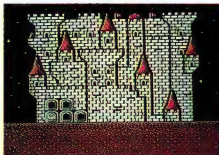
Bricks are especially useful for helping you reach high places. You should remember, however, that if one falls on you, you lose a life. Also, don't forget that bricks move back to their original spots if you leave, and then reenter a room.



Go to the left and get the knight immediately, then jump across to pick up the rings.



You must follow closely behind the bishop (and probably make two trips) to get both keys. Then open the door and get the map.



You can access your map at any time during the game. It's a big help in keeping track of your movements, as well as the rooms you've already visited.



By using the elevator to the left, you should be able to get the key and maneuver the jar so you can drop it on the bishop.

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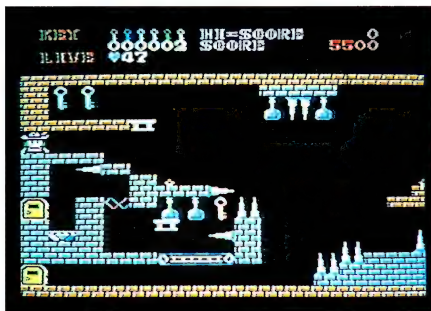
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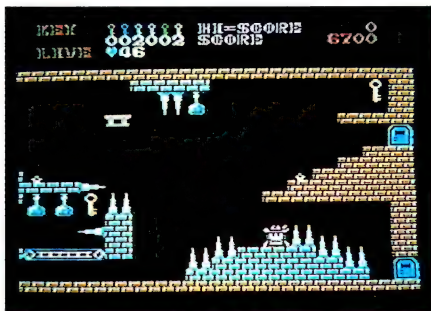
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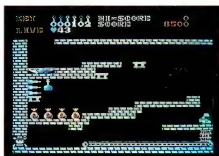
Fire spirits are tricky creatures because they can't be killed with a sword. You can fool them, though. If one is waiting for you on the other side of a door, stand near the door opening, then jump up. The fire spirit should rise up, too, and let you by.



Jump up to get the two blue keys (taking care not to disturb the plant), then take a short ride on the air platform.



If your timing is perfect, you can grab a life bottle, miss the needles right beside it, and land right between the needles on the floor, ready to jump to the door.



You have to be really quick to get to the conveyor and jump before the barrel squashes you.



Follow closely behind the bishop and jump up through the opening, letting him pass by. Then you can proceed to the door.

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A chess board lined with trolls, wizards, knights, and other magical beings. Just another strategy game? Don't count on it. When you challenge a square held by the enemy, the board explodes into a battlefield. Your strategic skills on the game board will determine your fate in a heart-pounding duel to the death.

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If the Goblin catches air with his club, the swift sword of the Knight may steal a leg or two.



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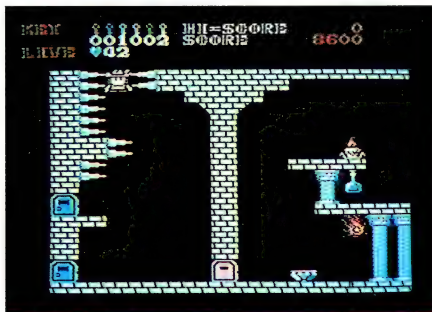
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The bishops are invulnerable to your sword, but they can be killed by dropping a brick, barrel, jar, or locker on them. If you have no way of killing a bishop, look for a place that has a high ceiling and simply jump over him.



There are a lot of riches in these rooms, but you have to go, so quit window-shopping and get a move on.



It will take some fancy maneuvering to navigate through the needles and over to the upper blue door.



Fire spirits are sneaky, but you've got some tricks up your sleeve yourself. It's possible to get by the spirit without risk to yourself.



Time your jump to the elevator on the other side of the water tanks carefully. There's limited air in the tanks above your head. When the elevator hits the bottom, grab the tanks and run.

2 GREAT*ARCADE HITS*

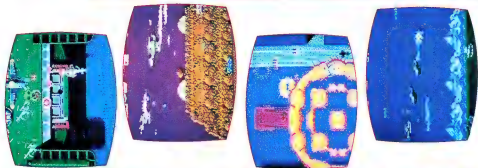
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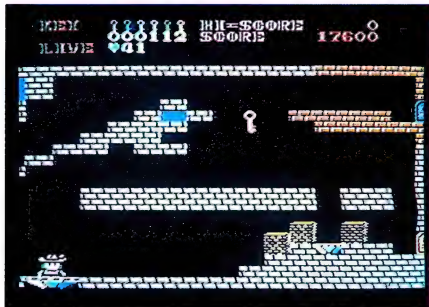


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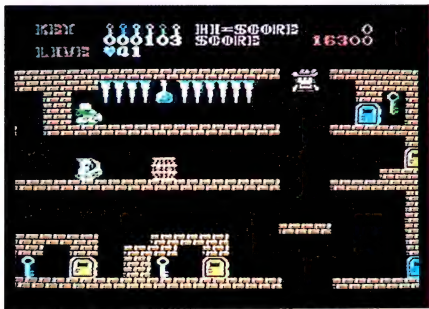
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Be very careful with the keys you collect, since there are only just enough to complete the game without any detours. Key use, in fact, is the primary strategy involved in *Castlequest*. It is all too easy to use the keys you find unwisely, and end up stuck after only a few rooms.



You have to use the elevator to rearrange those blocks so you can get the key and, later on, get up to the blue door.



Forget about everything else in this room and head for blue door in the right bottom corner. You need a blue key you'll find behind the door.



Here's that stacking trick again. Timing is, once again, very important in stacking the bricks without getting them — or you — crushed.



You can draw that killer cat down to a lower level if you move down a step or two. Then you can cross over and go down from the other side.



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COBRA TRIANGLE



Bonus pod points can really add up in "the race to the finish."

THE GAME

Picture this: You and your family are enjoying a pleasant day by the lake. You've stopped your boat in a nice, secluded cove. The picnic basket has been opened and its contents distributed. Looking up from your potato salad, you're amazed to see that your small craft has been surrounded by grimly threatening gun boats.

Before you know it, machine gun fire is buzzing by you and ripping through the formerly calm water. Dad starts the outboard and attempts evasive maneuvers. You think you're out of danger, but your exit is blocked by a gigantic sea monster. He looms a hundred feet over the lake's surface. The picnic is postponed.

Luckily, it is a game. *Cobra Triangle* contains eight levels of play, including target shooting, mine disposing, and waterfall jumping (and you thought water-skiing was fun). There's no plot or strategy involved in this test of reflexes. But once you become wrapped up in its good time, you realize it matters neither how nor why these cutthroat motorboat Olympics came to be. All you're completely sure of is your one, steadfast goal. And that, of course, is survival.

Cobra Triangle is an enjoyable game that is challenging without being overwhelmingly difficult. Learning to navigate the pencil-thin river while keeping control of your wild little boat are the twin stepping stones that lead to success. One thing's for sure — recreational boating will never seem the same again.

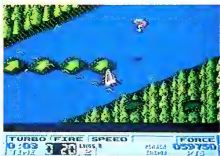
Nintendo



Cobra Triangle offers quick, efficient ways to deal with the competition.



If you miss a ramp, you can ride back to it and try again.



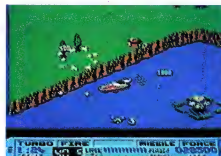
Get caught in the force lines too often, and you'll go down.

The first stage of *Cobra Triangle* is "the race to the finish." Although you may feel compelled to zip over the finish line as fast as you can, try this instead. When the finish line is in sight, turn your boat around and head in the opposite direction (as if you were speeding back to the starting point). You'll be able to collect more pods and weapons. The time will run out, so you'll have to run the race again. But the second time you'll be unstoppable with your additional items and your score should skyrocket.

When traveling through the bonus stage, don't devote too much time trying to shoot one target. If you can't hit it, move on. Also, if you're in an area with several targets, try spinning around in a circle while shooting. You might be able to hit them all.



Here's a clean jump that looks on target for a pod.



One less mine to collect; one less gun to avoid.



How do you handle a hungry dragon?



You've got to move quickly if you want to stay a step ahead of the guard boat.

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TOTAL ENCLOSED

The dragon is a fierce opponent, and one around whom you must be particularly careful. When fighting him, you'll get your best results by staying in a corner. But make sure you have a good supply of missiles before you fight him. You'll certainly need them.



Shoot enough missiles and you'll have that beast seeing stars.



If you're in a hurry, concentrate on the river bank that has the most targets.



Some places have multiple scoring opportunities.



Don't spend too much time trying to hit any one target. You need to keep moving.

In one stage your job is to protect a group of swimmers from bandit boats. These boats will try to sneak in and carry off the swimmers. Your best protection is to keep the swimmers grouped together. If any of them stray from the group, quickly try to drag them back. Be careful, though. Don't spend too much time and energy on one stray. The others in the group could be in danger, too.



Hitting the ramp at an angle might cost you a boat.



Correctly aim for the ramp and you can succeed in jumping the waterfall.



Destroy the spaceships as soon as you see them.



Don't let your swimmers get too far afield, or they'll be carried away.

In another stage, you must try to relocate dangerous mines to a different area before they detonate. As if that weren't enough, you're also being pursued by a guard boat that's trying to reclaim the mines from you. Handling this effectively requires your best maneuvering skills. You must fake out the guard boat by making quick turns in one direction, and then doubling back in the other.



Missiles work well against the spaceships.



Natural hazards can keep you from making it to the finish.

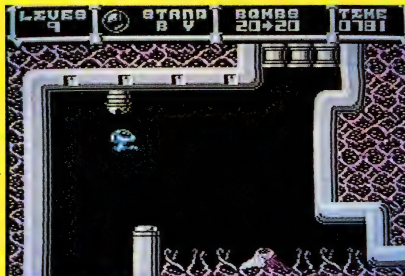


These whirlpools try to suck you in. Steer clear of them.



You're in a real jam now — a log jam, that is.

CYBERNOID



All seems quiet as you begin, but it won't be long before your hands will be full and you'll be wishing you had two or three more, besides.

THE GAME

When the going gets tough, the people in charge find you. Just because you're the Federation's top ace, you get all the big assignments. And boy, is *this* a big assignment! Those lousy Zoggian pirates have finally located the Federation storage asteroids and are looting them freely. Unless they're stopped, the Federation won't have money for bus fare. That's where you, and the Cybernoid, come in.

The Cybernoid is the most advanced spacefighter in the galaxy, although it's not yet completely tested. It's got the standard items, such as lasers, bombs, and missiles, along with the CyberMace, which hasn't been tested yet. You may be as surprised as the Zoggians should you have the chance to use it.

There are opportunities to pick up extra weapons and power along the way. If you can acquire enough cargo points, you can gain extra lives as well. And you'll need all the extra lives you can get. You may begin with nine, but nine aren't nearly enough to get you through the obstacles you must fight.

But you knew it wouldn't be an easy mission going in, and that's the way you like it. *Cybernoid* will keep you on the edge of your pilot's seat, with all the thrills *and* the frustration you've come to expect whenever there's a galaxy that needs saving.

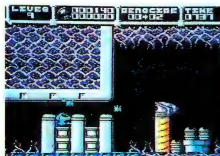
Acclaim



Be sure to pick up that CyberMace on the ledge at the bottom. It won't help you now, but it will quite soon.



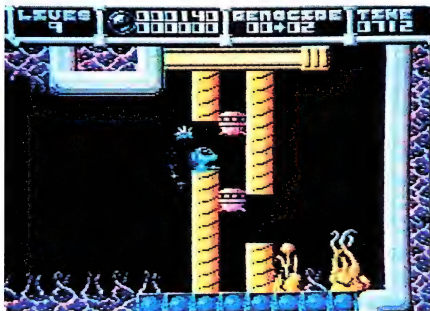
Unless you're feeling particularly destructive, it's best to navigate around these bubble pods.



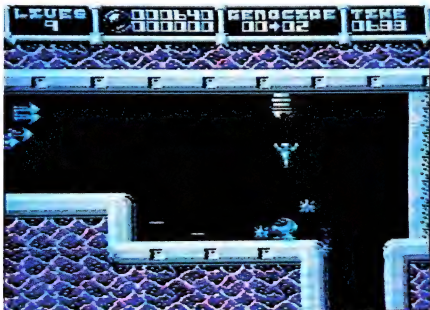
Don't try to get through all of the pods at once. Duck into the indentations between each shot.

Remember that it is often not necessary to fight your way through an area. If you study the enemy movements before you go in blasting, you can often find ways to navigate around any trouble.

Bombs may be used on objects below you simply by backing off from the target. Launch the bomb and let gravity do the rest. It may take you a couple of test drops to gauge the gravity's effect, but you'll get the knack before too long.



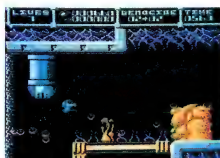
You need to wait for the downward stroke of the pistons to maneuver through these columns. When the pistons are below you, just drop in the doorway and go through.



Keep a sharp eye out here. You may find that your attackers are coming from more than one direction.



You must pass through these columns in stages. Check the direction you need to go, then move when the pistons go that way.

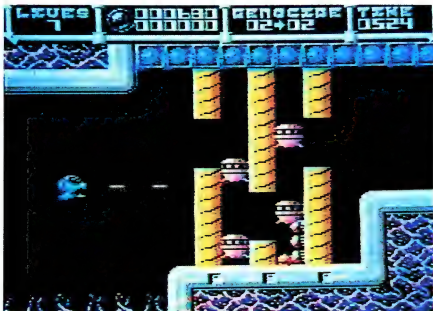


You can get through here without fighting if you take note of the patterns of the bubble pods and chart a path around them.

The best way to destroy rocket launchers is by using the CyberMace. All you have to do is hover near a launcher, and when the CyberMace field touches it, ZAP!



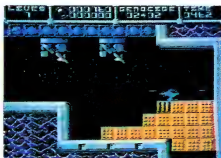
The action gets a little heavier here. Unless you're very quick, you may have no choice other than to fight your way through.



You can't kill the caterpillar, so your best bet is to time the movements of both the piston and the caterpillar and then jump accordingly.

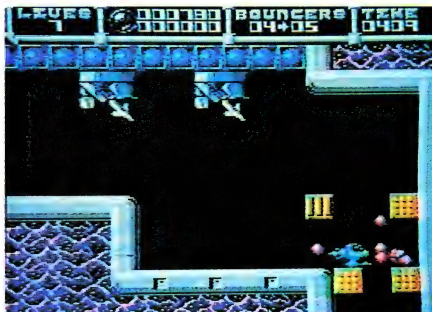


Keep an eye on the rocket launchers, even though they're supposedly on your side. Don't overlook that object on the opposite ledge, either.



Now that you've picked up a better weapon, you can fire in two directions at once — that is, until you lose another life.

Usually it's hopeless to try to destroy the bubble pods. If you can't maneuver around them, go after their source. If the source is below you, use a bomb. If it's above, hammer away with your laser or try a bouncer.



To get through the final layer of blocks here, you should probably use a bomb, or perhaps a bouncer, as shown.



Let's hope your second laser is still operational. This is an area where it will definitely come in handy.



Bombs should be your weapon of choice in this section. Just remember to keep a couple in reserve for later. Watch out for that caterpillar, too.



The launchers are pretty tricky, so ignore them and try to get past the caterpillar instead.

When negotiating the piston columns, don't try to get through all of them at once, which is next to impossible. Take them one column at a time. If the next step is above you, go on the pistons' upstroke. If the step is below, go with the downstroke.



All you have to do to get to the elevator is carefully watch the bubble patterns and time your move accordingly.



The elevator automatically takes you to the next stage. You also get an account of your battle so far.



Here you should go for the rocket launchers once again. Sometimes you can get past these emplacements, but that's not true in this case.



It may take a couple of test drops to get the correct range for your bomb launches.

GODZILLA: MONSTER OF MONSTERS



In an early battle, you can see how Godzilla's powerful tail can chop through rock.

THE GAME

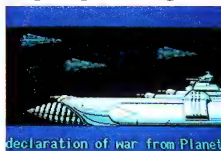
Godzilla, that deadly Oriental reptile, isn't just rampaging through our planet's cities leaving a trail of destruction anymore. Now he's protecting Earth from the ambitious invaders of Planet X. These aliens have a familiar goal. That's right, you guessed it. They want to rule the universe.

You fight on a battleground made up of the eight interplanetary Ring Fields. Alternating between Godzilla and Mothra, a powerful flying creature, you are sent by Earth to destroy the enemy bases located on each of the Ring Fields.

Godzilla has a powerful kick, punch, and tail chop. And if those skills aren't enough, one blast of his deadly radiation breath levels almost any creature. Mothra can't fight like Godzilla, but this mutant moth does have an eye beam and a destructive poisonous powder attack which are fairly effective against enemies.

Each Ring Field is represented by a grid of hexagons. You move to a hexagon, then the aliens advance. Land on a clear hexagon and enter a battle. Meet an alien with a move and fight a boss. But reach the end of the grid and you'll get a chance to destroy an enemy base. Passwords and a continue feature help your progress. By the end of this interplanetary war, you'll have those aliens wishing they'd never left Planet X.

Toho



Invasaders from Planet X have come to Earth. Can you stop them from ruling the universe? You can with Godzilla's help.



The game begins on Earth's Ring Field. Godzilla and Mothra must fight battles within the hexagons to advance to the enemy base at the other end.



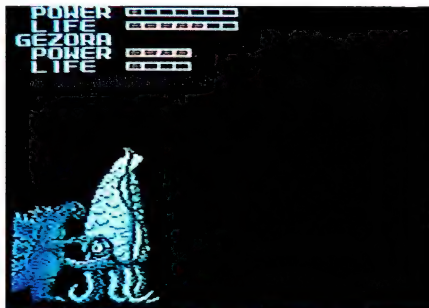
After each of your moves, the aliens move. When you run into each other, you have a chance to fight.

Use Godzilla's radiation breath when his power is full, even if there is not a threatening enemy nearby. If you have a lot of life, your power will be restored quickly, and using radiation often uncovers life capsules.

When playing Mothra on lower levels, fly as high as possible while moving steadily forward. Often your enemies will simply move past you without causing any harm.



Gezora's eye is his weak spot. A direct hit weakens him, causing his color to change.



Don't let a monster corner you. You need room to maneuver. An enemy right on top of you is too close for you to use your tail chop to its best advantage.



Using radiation on rocks often reveals restoring life capsules.



In the battle stages, save radiation for cannons and walls.

Use Godzilla against alien bosses. He is much more effective against them than Mothra. You'll find that each boss monster has a weak point. In general, try to trap the alien on one side of the screen. Hit him with tail chops while your power rebuilds, then blast him with radiation breath.



Mothra can use a poisonous powder attack to uncover life capsules hidden within these rocks.



When playing Mothra, it is best to fly high. You don't want to meet the enemy head on, since Mothra doesn't have the strength of Godzilla.



Hitting these enemy launchers often reveals the life capsules you need to keep pushing forward.



These birds emerge from flaming balls. If you hit them before they hit you, they'll release life capsules.

After reaching an enemy base, use Godzilla's radiation sparingly. You need it for triple cannons that fire at you and for walls that pop up. If you waste the radiation on easy obstacles, you won't be at full power for the hard stuff.



Hitting the top of a volcano will usually provide a life capsule.



In battle stages, it is more difficult for Mothra to make progress than for Godzilla. That's why he can move four hexagons on each turn to Godzilla's two.



"Unable to advance farther" appears when you try to move Godzilla more than the two spaces he is allowed in the Ring Field.



When shot, these purple blobs emit life capsules.

Remember that you don't have to defeat every monster to advance in a Ring Field. Though you can move several spaces at a time, it is best to plan a route to the enemy base first and then to advance one space at a time. If you advance two spaces you have to fight longer and risk losing too much life or power before meeting the enemy monster.



Here Godzilla fights with Mars in the background. Giving this dragon a breath blast kills him immediately.



One good dose of radiation and Moguera will bubble and die. What a way to go!



Godzilla has several fighting maneuvers to his credit. He can punch, duck, kick, and tail chop, and use blasts of radiation, as well.



If you can outlast an enemy monster for more than 40 seconds, he will decide it is not to his advantage to continue fighting and will retreat to the next Ring Field.

ROBOCOP



As criminals approach, your Foe Detector begins blinking. With your superhuman strength, you can easily defeat most enemies barefisted.

THE GAME

The place is Old Detroit, the once-proud Motor City, home of Motown. But now it's so infested with crime, so thoroughly corrupt, that the police can no longer control the city. Old Detroit is a war zone, and cops are just so many moving targets.

Enter OCP — a private corporation specializing in security. They have accepted a contract to enforce the law in Old Detroit. They envision a force of robot patrolmen, ruthless and invincible, stamping out the criminal element. And heading this robotic army will be a hybrid, part machine, part man.

So, under the leadership of Dick Jones, OCP begins work on a Robocop. But first they need a man, a trained officer. And he must be dead. You become the chosen victim, sent out on a suicide mission just so OCP can have its experimental policeman.

Once you begin patrolling the streets, you discover that much of the crime in Detroit stems from one place. Your task will lead you to the drug lord Clarence Boddicker, and eventually to OCP executive Dick Jones — the man responsible for your death.

Robocop is only loosely based on the 1987 movie of the same name. Much of your game time will be spent searching through complex buildings and dispensing with routine enemies. But the robots, though few and far between, really live up the action.

Data East



When this biker comes at you, kneel and get ready. If you punch just as he begins his jump, you'll send him flying.



Be sure to watch for jars of power food and battery rechargers. The food increases your power gauge, while rechargers replenish the energy you use throughout the game.



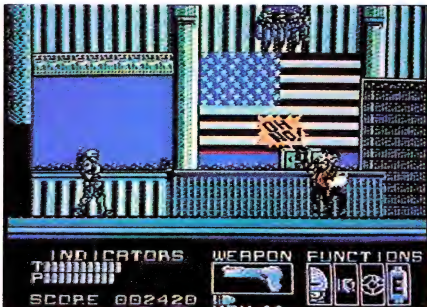
Once you enter the doorway at the end of Second Street, you'll run into this rusty OCP reject. Get down and pummel his midsection.

Criminals have a nasty habit of attacking while your back is turned. As you progress through the game, watch the windows you've passed. Be ready to turn and punch. And remember that even the dogs of Old Detroit are out to get you. Watch them carefully — they really move fast.

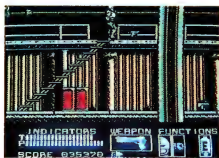
Don't try to fight the rolling wall of spikes in City Hall. The entrance to the mayor's office will be flashing on your right. Head straight for it. When you enter, you'll find the kidnapper is using the mayor for a shield. Don't shoot yet — you could hit the hostage. Instead, watch the mayor's knees. They'll start shaking, and he'll fall to the floor. Now make your move.



As you approach City Hall, you'll be attacked by thugs with rifles and flamethrowers. Stand just out of range and shoot diagonally to get the sniper. Duck under the flamethrower between blasts and shoot up.



Once inside City Hall, search these rooms for a secret passage straight to the mayor's office. With your infrared vision, you'll see the wall hiding the passage begin to flash. Punch it down.

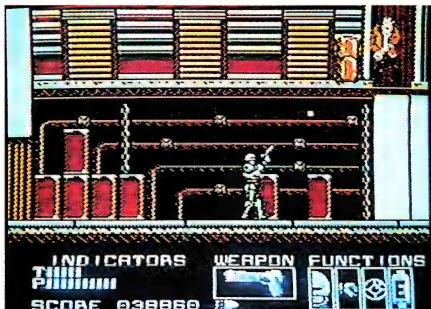


On this floor you should find the Cobra gun. You need it to destroy the enemies you'll soon face.

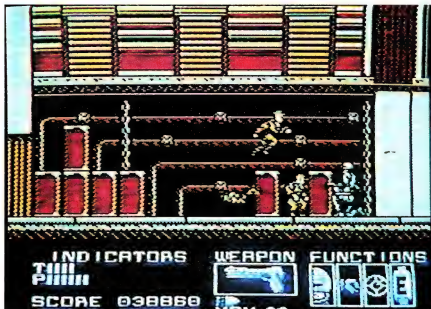


The factory is huge, with plenty of hiding places. Use caution — you're going to be attacked from every side.

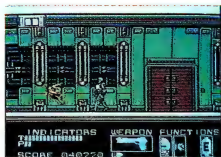
The OCP Building is guarded by some sophisticated technology. Stay low to shoot the red security drones. Shoot them all. The last one will leave a recharger. Two guards with shields try to stop you at the elevator. They'll drop a gun and recharger when you finish them off.



There's Boddicker up on that platform! If you shoot with your Auto-9 a few times, you'll scare him off.



These three foes are tiny, but they're mean. Finish them quickly or they'll finish you. Your shots will fly right over their heads if you don't stoop to their level. So kneel and keep squeezing that trigger.



When you get off the elevator, you'll be attacked by thugs and by laser cannons from the ceiling. Keep moving forward until you're beneath the cannons. They can't hit you there.

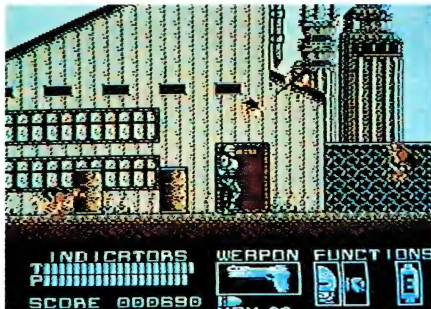


After you've gone through the doorway, this massive cannon will rise from the floor. Watch the pattern of its shots. Move closer or farther, shooting as it does. It will take several hits.

Things get hairy when you reach the abandoned steel mill. Quickly down the helicopter that attacks you, being careful not to take any hits. There's plenty more to come. A blast from the Cobra gun takes three or four power points off your gauge. And you can't afford not to be in top form.



When you meet ED-209 — Jones' personal security guard — concentrate your fire on its underside, and move as it does. Even once it's destroyed, you still can't touch Jones. You can't arrest an OCP employee!



Mission 5 takes you to an abandoned steel mill, where Boddicker waits for you. Watch for snipers!



To beat Boddicker, shoot him constantly. As long as you keep hitting him, he won't be able to fire back. Once he jumps to the top level, stay with him.



Watch that overhead crane. If the girder falls on you, you're finished. And so is Detroit.

In Mission 6, your goal is simply to stop Dick Jones. Naturally, it's easier said than done. You'll find that the boardroom where Jones is speaking is guarded by all the machines you've seen so far. Don't overestimate your powers! The machines have the same flaws as before, but they are much more difficult to destroy. And you'll need all your power for your final battles.



The moving sidewalk leads to the OCP Building in Delta City. Shoot the barrels so you can proceed.



The OCP boardroom where Jones is addressing the directors is guarded by a familiar cast of characters.



When you see the new and improved ED-209, you'll know the end is near. Watch his pattern, forward and back. And use your Cobra gun.



So Jones finally gets what's coming to him. That's what he gets for taking the company president hostage. But is that the end? Well, it is for now.

ROLLING THUNDER



Poor Leila has landed in the hands of Mabu's thugs. To save the day — and the world — you've got to make sure that what Leila wants, Leila gets.

THE GAME

Take the non-stop shooting of *Contra*, mix in the split-second jumping action of *Ninja Gaiden*, and you'll have a good idea of what's waiting in *Rolling Thunder*'s corridors of doom.

Leila, a secret agent of the Rolling Thunder police, has uncovered a plan for world domination developed by an evil alien called Mabu. No sooner does Leila make her discovery than she is kidnapped by Mabu and his evil society of thugs. You're Rolling Thunder's best secret agent, and it's up to you to save Leila and the world from Mabu and his boys.

Armed only with a single-shot pistol, you venture into the hallways, buildings, lava pits, caves, and laboratories of Mabu's hideout. You'll find ammunition and machine gun rooms to help you get by Mabu's henchmen, but you've got to have fast fingers to win.

At various levels of the game, you're given passwords that allow you to restart in those areas rather than going back to the beginning. Write them down — this isn't a game that you're likely to finish at one sitting unless your hand-eye coordination is superhuman.

Despite the fact that most of *Rolling Thunder*'s levels are very similar to one another, this is a fast and furious game with excellent graphics — one that's sure to be popular.

Tengen

It's essential that you learn the patterns of your attackers. Ninjas, thugs, panthers, fireballs, bats, and breakers all appear and reappear with predictable timing. And that's one of the keys to conquering *Rolling Thunder*. As you progress from level to level, the going gets tougher, but the patterns can be learned.



At the entrance to Mabu's underground fortress, hooded thugs jump from the upper walkway in front of you. Wait for them. They're easy to pick off.

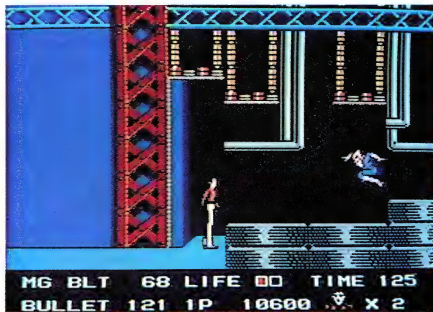


Blue thugs take two shots to kill. After the first shot, kneel and pop off your second shot before they stand up.

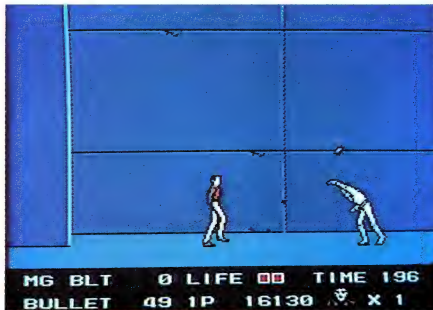


If you go inside the second unmarked door in the first area of the first story, you'll get some extra time.

The passwords you collect as you go through the game let you restart games without having to go back to the beginning. They're very helpful, since it always takes a while to learn each area. There are more than a dozen passwords, but start out with this one: 7567651.



Before you jump toward the area to the right, wait for the blue thug to jump toward you. Hit him twice.



At the entrance to area one in the first story, shoot the grenade thrower before he appears on screen.



Be ready to kneel and shoot at the end of this upper walkway.



Ninjas suddenly appear above you on these walls. Learn where they are, then shoot them as they drop.

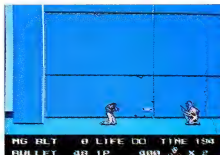
A good fighting tactic is to shoot and then move quickly in the same direction as the bullet. This maneuver enables you to hit enemies that are off-screen when you shoot, but that appear as you walk forward. This is especially helpful against some thugs.



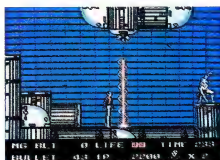
This spring breaker is an ape-man who leaps very quickly. Shoot him before he can start jumping.



There are two thugs who hop down as soon as you reach the door to the ammunition room on this walkway. Shoot the one at the right first, then the one on the left.

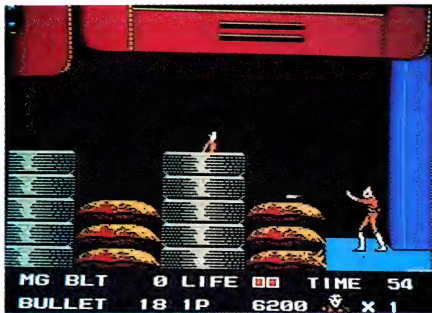


In the seventh area of the second story, you encounter a kneeling thug who shoots low. You'll have to jump and shoot very quickly to avoid getting hit.

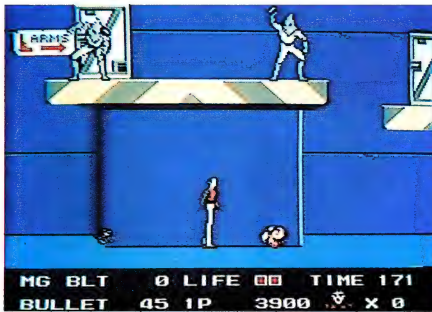


Dodging the electrical power bolts is easy here in area nine of the second story. But watch out for the grenade thrower on the right.

Sometimes it's better to stay inside ammunition rooms when the enemy is right outside. Do this by pressing up on the directional pad of your controller after you've entered any of the rooms along the way. Thugs, ninjas, and other enemies will move around, giving you a chance to leave the room without risk.



Don't fight this thug at the lower right in the first area of the third story. Move back off the screen to the left. When you return, he'll be gone.



To reach the door to the arms room above, first go past these grenade throwers to the lower walkway at right. Then come back.

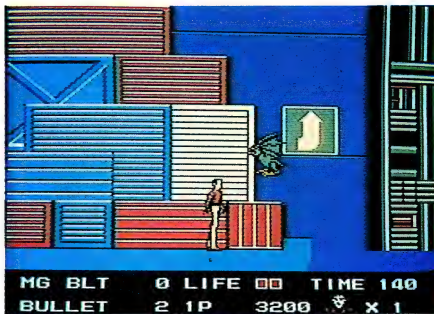


Breakers sometimes drop from nowhere during the advanced levels of the game. Just be ready to hit them before they begin leaping.



Green-hooded thugs are tougher to kill than most of your other enemies. It takes more than one shot, and you have to be especially fast.

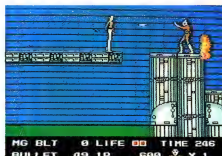
Flamers are fireballs which attack and, when shot, break into pieces and keep coming toward you. They're easy to destroy once you get the technique. Kneel and shoot rapidly until you hit the flamer. After it's been hit, only one piece of flame will bounce up and come at you. Shoot it while you're still kneeling, and you're safe.



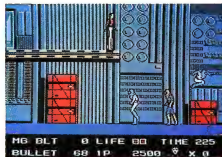
Bat-creatures, which look like strange owls, swoop down suddenly and quickly. The machine gun is a big help in eliminating them.



In the eighth area of the fourth story, don't try to sneak by the left-hand door on this upper walkway. A green-hooded thug will jump out and nail you if you venture there.



At the start of the ninth area of the fourth story, you'll suddenly be attacked by a ninja, a thug, and a fire-alien all at once.



The upper walkway is a little easier at the start of the tenth area of the fourth story — but not *much* easier. Shoot fast and keep moving. Mabu is waiting!

ROMANCE OF THE THREE KINGDOMS

1. A.D. 189 A Chaotic World
2. A.D. 195 The Emergence of Cao Cao
3. A.D. 201 The Opening of a New Age
4. A.D. 208 The Battle of Red Wall
5. A.D. 215 The Age of the Three Kingdoms

Which Scenario?



There are five scenarios and ten levels of difficulty in *Romance*. Each scenario presents a very different strategic situation with thousands of variables, insuring that each game will be different.

THE GAME

Here's another superb conversion of a classic personal computer game. *Romance of the Three Kingdoms* features vivid, tapestry-like graphics; subtle political and diplomatic maneuvering; and intense battlefield action.

The setting is second-century China — a nation divided into 58 squabbling provinces. The ruling dynasty has collapsed and the throne is up for grabs. As one of 16 ambitious warlords, you strive to carve out an empire, your eventual aim being to unify all of China under a single banner. No easy task, this.

You must recruit the most able generals available and then cement their loyalty. As for your rivals... you can negotiate with them, bribe them, persuade them to marry one of your daughters, or simply attack them.

You'll interact with a huge cast of 255 characters (all based on historic personalities and each with individual character traits). The possibilities for treachery and disaster are as great as the chances for glory. Generals can betray you, floods can ravage your rice crops, plagues can decimate your population. To succeed, you must be resourceful as well as lucky, patient as well as ruthless.

Romance of the Three Kingdoms is probably the subtlest and most complex strategy game released for Nintendo so far, yet it is marvelously easy to get sucked into. Truly an epic game!

Kom

Unless you have unlimited time to play, you'll probably need the save-game feature — it often takes several "years" of game time for a scenario to really get rolling. And if your character is successful, his dynasty may last for generations. To protect a saved game, *always* turn off the power by holding down the reset button and simultaneously pressing the power button — otherwise, you'll lose your stored game data.



You establish your warlord's character traits by pushing the A button while random numbers flash. If not satisfied, you can do it again.

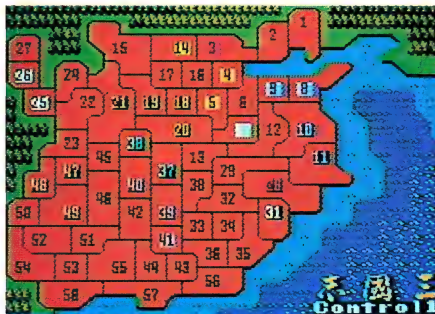


The main display shows the vital statistics for each province, the current price of trade goods, and 10 of the 15 commands you can issue.

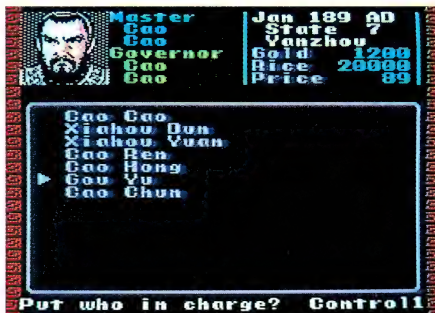


Press the right arrow on your control pad in order to see commands 11-15.

Marriages can be powerful diplomatic maneuvers. You can cement an alliance with another master by offering him one of your daughters. If he agrees to the match, his attitude toward you becomes much friendlier. If he is really hostile, however, he may just kill the girl and her escort, which will cause your own luck and charisma ratings to decline.



Press the B button to see an updated map of all China, showing who controls what land.



Whenever you order a project to be undertaken, try to put in charge a general whose abilities match the task.

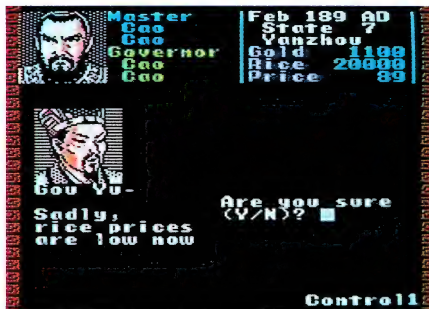


From time to time, a trusted advisor comments on your decisions. His guidance is usually worth paying attention to.

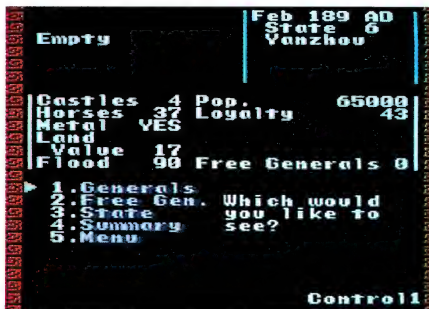


At the bottom right of the screen, animated characters show your orders being carried out.

Romance gives you the option of viewing battles that don't involve your characters and are fought by computer-controlled warlords elsewhere on the map. Until the complexities of Chinese geography and politics become familiar, it's probably a good idea to turn off this function. While it is entertaining to watch all the slaughter, it slows down the games, prolongs them, and may be distracting.



When market conditions are favorable, you can convert some surplus rice into gold or vice versa.



The view command lets you examine the condition of other provinces. Some are probably ripe for invasion.

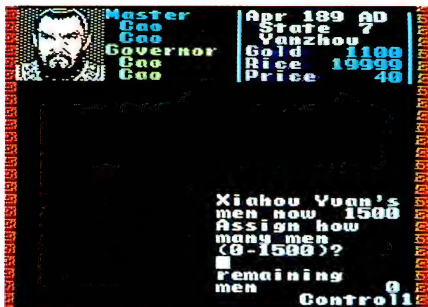


By viewing your own province, you can check up on the loyalty of your generals.



Increase your peasants' loyalty by giving them food. Do the same for your generals by giving them gold.

During the setup for each game, you can select from between two different “personalities” for the computer-controlled warlords — either “warlike” or “rational.” Beginners should choose warlike so that the computer behaves impulsively — even recklessly. This makes for a livelier and more winnable game. On the rational setting, enemies don’t attack unless they’re reasonably sure of a victory.



Assign the largest number of troops to the smartest and most loyal of your generals — especially if you plan to launch an invasion anytime soon.



The Diplomacy command lets you negotiate with other warlords. A gift of gold or a good horse may pave the way for an alliance.



Use Train to improve your troops' ability without spending any money on them during that month.



Don't launch an invasion unless you have enough gold and rice to sustain your army in the field.

BABY BOOMER



Rats and snakes can appear quickly from any direction. You only have time for one or two shots, so be on the lookout.

Some targets are hard to find — hidden milk bottles, firecrackers that are visible only by their sputtering fuzes, and so on. If in doubt, fire at everything. When Baby Boomer comes to a cliff or a water barrier, for example, you may be able to create an ice bridge for him to crawl on simply by shooting the dark cloud overhead. In fact, most celestial objects are desirable targets, day or night.



Zap milk bottles whenever and wherever they appear. And don't be surprised if they appear in some highly unlikely places.



If li'l Boomer runs out of milk, he'll start bawling and the game will be over.

THE GAME

While nobody was looking, cute (but overly adventurous) Baby Boomerscaled the playpen walls and headed into the woods. Your job is to reunite li'l Boomer with his mother by getting him safely home.

Baby Boomer makes clever use of the "zapper" light gun. Naturally, you have to shoot the usual assortment of spiders, snakes, rats, and spooks. But you also have to keep zapping milk bottles so Baby won't get hungry and start bawling. You can also zap just about any other object on the screen — from shrubbery to stars — and expect something to happen. You can earn extra lives, find secret passages, uncover bonus features, and so on with random shooting.

If you get really stumped, zap everything in sight — the manufacturer promises that something is *bound* to work. But *don't* ever shoot the bags of gold nuggets. Baby Boomer needs to collect them in order to win an extra life.

Dedicated Nintendo gamers will be especially interested in *Baby Boomer* because it is one of the first trio of releases from Color Dreams, a California-based company whose games are not licensed by Nintendo itself, but are Nintendo compatible. It is fully as clever and graphically interesting as most of the official Nintendo products, and it also features a handy tear-out controls summary card for quick reference while playing — a sensible idea which should be adopted by other companies.

Color Dreams

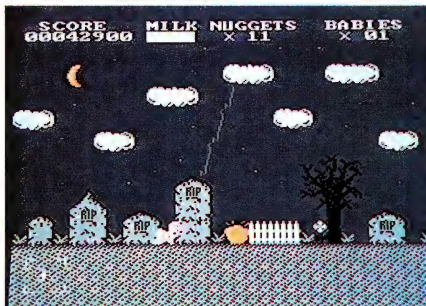
Boomer always likes to stop and sniff the flowers for a few seconds. Make sure nothing sneaks up on him while he's smelling the roses.



Shoot the glowing clouds to create an ice bridge over chasms and rivers.



In the graveyard scene, try zapping the moon, the clouds, the tombstones, and of course, the skeletons.



BAD STREET BRAWLER

THE GAME



Even in the heat of battle, our hero takes time out to play with a passing stray dog. But wait! This canine's out for blood. Pat him on the head if you must, but make sure your taps are lethal.

If you want to play a *really* fast game of *Bad Street Brawler*, just bypass all the little enemies and save your strength for the main bosses. You can scroll beyond the range of the minor foes if you move quickly enough — and they won't have time to do you great injury.



We don't know about *your* neighborhood, but Duke can meet some pretty interesting characters near his home. This banana-tossing ape and his friends pose a constant threat.



After each stage, you can turn in all the weapons you've collected for some easy bonus points.

Remember punk rock? Duke Davis was a punk rocker, back in those innocent days when music came first. That was before gangs of violent sleazebags began taking over the punk world.

Disgruntled, Duke left his band and disappeared. Secretly, he studied martial arts. When he was ready, he returned to stop those vicious thugs. But now the pleasant hometown he remembered had become a seedy metropolis crawling with criminal scum.

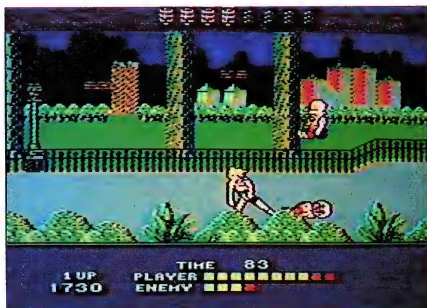
As Duke Davis, you pull on your Jams and wraparound sunglasses and set out to make the streets safe again. Defeating the myriad miscreants seems like an imposing task, but remember your training. Use the Stogie Hit to thump the enemy on top of the head, or the Trip to knock one down and pin him to the asphalt.

For a while, *Bad Street Brawler* is fun and holds your interest. Soon, however, the unbroken left-to-right progression and unchanging pattern of duck, attack, and advance becomes repetitive. Only the backgrounds of the game's five levels change. There are no level bosses. There's not even a ladder to climb or an obstacle to hurdle.

So in the end, experienced gamers will find that the humorous approach isn't enough to make up for the simplistic game play. But beginners might enjoy being Duke, the coolest of all vigilantes.

Mattel

You're not usually someone who would kick a man when he's down, but this is a Lawbreaker!



Between each level is a screen that lets you practice three basic moves on a punching bag. It also offers insights on life and human nature. Confucius has nothing to worry about.



A couple of good punches send these villains to heaven. But if you grab their angel wings, you'll earn some extra points.

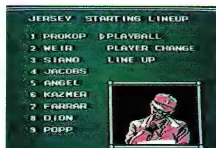


BASES LOADED II: SECOND SEASON

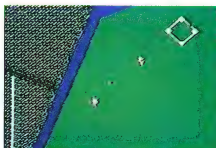


Sure, your pitcher has some fast pitches now, early in the game. But for the long run, you need a pitcher with stamina, so choose a starter with a high physical performance rating.

Here are the suggestions Jaleco has made for starting pitchers: for NY, Ayoub; for Boston, Juarez; for Jersey, Rubin; for Philly, Feeley; for Miami, Runyon; for DC, Nixon or Duke; for LA, Dryfus; for Kansas, Holler; for Omaha, Hardy; for Texas, Hines; for Hawaii, Suess; and for Utah, Sprout.



Change the Jersey starting lineup to take advantage of Weir's speed, Siano's contact hitting, and Prokop's power hitting. Move Weir to starter, Siano to second, and Prokop to third.



Fielding takes a little getting used to. Dive for a ball by pressing the directional pad and B button. Jump by hitting just the B button.

THE GAME_____

Your winning season with *Bases Loaded* has ended. But just in time for spring training comes *Bases Loaded II: Second Season*.

There's a 130-game season in front of you. From the start, you know that if you win 75 games or more, the pennant is yours. But can you develop a team that's strong enough to win the World Series?

Bases Loaded II puts you in charge of a fictional team in either the Eastern or Western division. Naturally, you have a nine-man lineup. But you must decide the best batting order. Each player has distinct strengths and weaknesses (divided into physical, sensitivity, and intellectual), but it's up to you to discover who works well with your playing style. A physical batter can hit even the wildest pitches. A player with high sensitivity has potential for power hitting, yet you can't always rely on him. But an intellectual batter knows when the chips are down. He's the one to choose when men are in scoring positions.

Likewise, you need to pay attention to these performance "biorythms" when selecting a pitcher. A physical pitcher has great stamina. A sensitive player has bursts of adrenaline—choose him as a relief pitcher. But if you need fancy moves, send the intellectual pitcher to the mound. His curveball can be lethal.

Bases Loaded II can be played against the computer or a friend. If you choose a computer opponent, you'll get a password after every game you win so you never have to start a winning season back at the beginning.

Jaleco

You might want to practice throwing from base to base whenever you have a chance. Press the A button and the directional pad.



Always check the players' biorhythms for their performance ratings in the physical, sensitivity, and intellectual categories.



You might not arrive safe at first with this line drive, but the player on second should be able to advance.



CAPTAIN COMIC



All these guys are problems, but Smoodgeon, the little green worm, although not the most obvious threat, can provide the most frustration.

Although your first instinct is to start shooting the second you pick up your first can of cola, try going through the game without shooting at first. In the early stages, you often can make more progress simply by concentrating on dodging the creatures. This way, you increase your sense of timing for the later, more difficult stages, where you *must* coordinate shooting and dodging.



Make a grab for the Blastola Cola the first chance you get. After all, you can't dodge those birds forever. Or you can?



You can often use the limbs of these trees for protection from the birds. Stand under a limb and most of them will miss you.

THE GAME _____

Your press agent is earning his pay. The precious badges of office have been stolen from Osmic. Immediately, the elders come to you. Okay, maybe you were their second choice, but you've got the job now, and those symbols are as good as returned.

As *Captain Comic*, you must begin your quest by venturing to the planet Tambi. Funny thing about Tambi, though — it's thoroughly deadly. You can't take one step without running into something from your worst nightmare multiplied tenfold.

What's even worse, when you first land on Tambi, your Blastola assault weapon has lost its charge. So the first thing on your agenda is to find a can of Blastola Cola — and not the diet kind, if you know what's good for you. Of course, to get to the cola you've got to get past Skip, Flip, and Smoodgeon. These guys (especially Smoodgeon) can be a real pain in the old jet-pack. If you manage to get past them, however, you'll progress to the next level. Not that things are any easier there.

Captain Comic has humorous characters, even while they're depriving you of life. Your enemies tend to do that a lot, so prepare for fierce, if frustrating, battle.

Color Dreams

If you want to get through that door and into the next stage, a key is necessary. You can keep the key, so remember that you have it if you need it later.



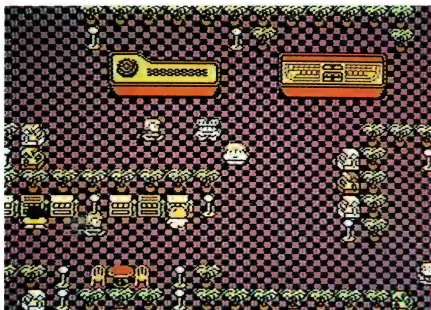
A shot of Blastola is more important than ever against the creatures in this stage. It's probably better to dodge as many as you can until you can upgrade your firepower.



Look for this item to make your blaster more effective. It will give your blasts a greater spread. If you lose a life, however, you'll also lose this item.



CASINO KID

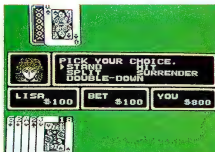


Don't just look around the casino — go earn some money. You start the game with \$500. How fast can you earn \$2 million?

Be sure to take advantage of the “bet all money” option. As soon as you have a bit more money than your opponent, push the Select button when you're asked to ante up. Often your opponent won't accept a challenge until you've asked a few times, but it speeds up the games to place a high wager — especially in blackjack, which gets fairly tedious. Just make sure you have a copy of the password. You never know when a couple of bad hands will wipe out your bankroll.



The people you talk to in the casino sometimes offer directions. This young thing directs you to your first stop — Lisa and her blackjack table.



Casino Kid doesn't abide by one common blackjack rule. Most rules state that any player who draws five cards without going bust is an automatic winner. Not so in *this* casino.

THE GAME

Casino Kid is a kind of quest game—gambling adventure. The hero (no heroines need apply) must talk to different people in the Las Vegas-style casino until he finds someone willing to play blackjack or draw poker. Those unwilling to play give him clues about the location of other players (“Martha’s on the west wall”) or hints on beating the poker players (“You can’t really read Jack’s face”).

You have a mere \$500 at the beginning of the game, and your goal is to advance quickly through the dozen or so players until you finally beat Cindy, win a million dollars, and enter a final poker game against the Casino King.

Casino Kid is an enjoyable game, but it's not going to instill any worthwhile values. It's never terribly hard to win the competitions, and by the end of the game, you'll be risking \$50,000 or more on one inside straight. Even if you do lose everything, you get a password (all 30 letters of it) to reenter the game without losing any money.

Still, people who enjoy gambling without risking their bank account will have fun with *Casino Kid*, though they might wish for the addition of roulette or slot machines. And even if you question its value for children and wonder if the graphics are good enough to interest adults, *Casino Kid* is still cheaper than an airline ticket to Atlantic City.

SOFEL

Other conversations with gamblers offer valuable advice about your future partners. It's helpful to know which poker faces to believe and which to discount.

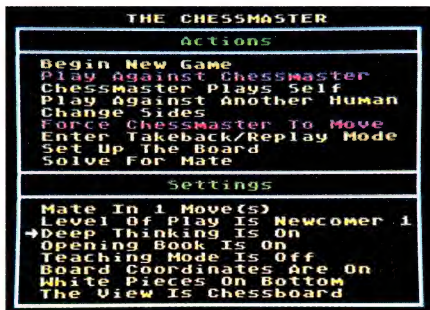


Cindy is your final poker partner before you take on the king. The betting is easier if you can see how many cards she's held before you have to balance your own chances.



With a million dollars and a lot of experience in your pocket, you shouldn't have too much trouble defeating the casino king. Just bet big and keep your fingers crossed.

THE CHESSMASTER

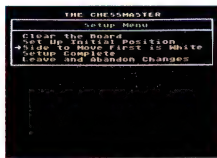


The Chessmaster's main menu offers enough options to satisfy novice and veteran chess players alike.

Stumped? Chessmaster offers many kinds of help, both practical and theoretical. With the touch of a button, it will show you all the legal moves possible for any chosen piece, or it will let you interrupt a game, set up an experimental strategy, and play it out to see what happens. It's not hard to master the basic moves in chess, but Chessmaster makes it both easy and fun to go far beyond the basics.



One mode allows you to set up experimental situations and then play them out to see what happens.



The set-up menu offers other options for either play or study.

THE GAME

It has taken a surprisingly long time for a chess simulation to reach the Nintendo market, but the wait has been worth it.

The Chessmaster PC games are regarded as the top offerings in a crowded field of home computer entertainment, and this NES conversion offers many of the same features as these games, arrayed in crisp, eye-pleasing graphics. Chessmaster is sure to attract many newcomers to this classic pastime, as well as satisfy long-time chess fans of all ages.

The Chessmaster program has numerous features that allow you not only to play the basic game, but also to explore some of its depths and subtleties. The main menu contains 17 features and options. You can play against your NES computer or against a human opponent, and you can also program your computer opponent to play like a novice or a Grandmaster (on 16 levels of expertise altogether).

Other options allow you to take back bad moves, study alternative strategies with the computer's help, or have the Chessmaster suggest various strategies for putting itself into "checkmate."

Castling, capturing *en passant*, and pawn promotion are all handled correctly and easily. In fact, the game has been well designed to make sure that all options are readily accessible through the controller. All in all, the NES Chessmaster is a welcome addition to the ranks.

Hi-Tech Expressions

When the teaching mode is on, *Chess-master* displays all the possible legal moves for any piece you select.



The "war room" mode displays data on past moves, hints on the best current moves, and a tally of all the pieces that have been captured so far.



If you make a blunder, the "take back" option lets you change your mind and try something else.

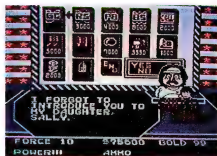


CLASH AT DEMONHEAD



There are a lot of different ways to proceed, but remember that there are shortcuts not shown on the map that can help you ... usually.

If you're low on cash — which you are as the game begins — be sure to spring for a couple of shop calls, even if you can't afford much else. Later on, when you've acquired some extra spending money, you can call up a store for a few of the higher-priced and more useful items.



Be sure to make those trips to the store count. Buying wisely is important to your success.



It will probably take you several tries to get past these platforms. They move at regular intervals, though, so you should be able to time your jumps after a little observation.

THE GAME_____

With a name like *Bang*, it's no surprise that you're on a quest to find and disarm the ultimate doomsday bomb. In *Clash at Demonhead*, in fact, there are all sorts of explosive situations from which you must extricate yourself.

The Lawbreakers — who obviously don't lose any sleep over a little global mayhem — kidnapped the famous Professor Plum and forced him to work on the weapon. You've got to get to the professor and the bomb before the Lawbreakers can blackmail all the people of Earth.

The trail you follow is long, tortuous, and loaded with nasty folks who work for the Lawbreakers. At nearly every turn, there's a foe. Tom Guycot may be all bones, but don't let his emaciation fool you. He's a rough customer, as are Rowdy, who is impervious to normal weapons, and Max, who absorbs your weapons' energy and uses it to multiply.

Fortunately, you do have help along the way, most especially in the form of the Great Hermit. If you can get through certain situations, he'll share with you one of his Five Forces. You need the powers of all five before you can complete the quest.

Acquire weapons and energy throughout your mission, and don't forget to talk to people and get information on shortcuts. Of course, after you've defeated all the bosses, there's still the not-so-small matter of disarming the doomsday bomb. So, *Bang*, did you ever think of changing your name to, say, Fred?

Vic Tokai

Just where you'd least expect it, you've found a secret passageway under a roaring waterfall. It definitely pays to check everything.



Don't wait around to fight here. A brisk swim is the tactic of choice to get through this part.



The Hermit is a source of great knowledge, but he's not about to just give his stuff away. You have to pick up your Forces one at a time.



DESERT COMMANDER

THE GAME

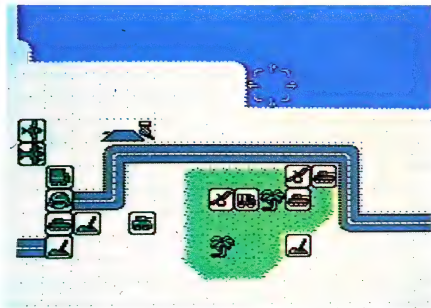
Most Nintendo war games are patterned after arcade shoot-em-ups, with lots of tanks, planes, or spaceships, and Rambo-like characters who defeat endless waves of enemies. Any elements of strategy bear as much resemblance to real battlefield planning as a G.I. Joe cartoon does to real combat.

But *Desert Commander* is different. It's a fast-moving, colorful, armored warfare game which involves real tactics. It convincingly simulates such vital real-life factors as logistics (supplying your units with fuel and ammunition) and the effects of terrain on movement and combat.

The landscape screens look like battlefield gameboards. Square icons depict tanks, cannons, aircraft, and supply trucks. You maneuver units and select targets by moving a cursor. There are five battle scenarios of increasing difficulty. Once two units begin fighting, the screen changes to a closeup of the battlefield, complete with explosions and a running total of casualties.

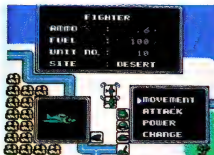
You can fight the computer (a *very* tough and aggressive enemy in some scenarios), or a human opponent. The battles develop along the lines of the legendary North African campaigns of World War II. A more realistic graphic depiction of the battles would be a decided plus, but overall the game is exciting and smoothly played. *Desert Commander* is a fine game of a type long needed for Nintendo.

Kemco-Seika

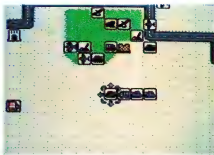


Most of your army takes position around this strategic oasis, where they are protected by artillery.

You can win by overrunning the enemy's headquarters unit as well as by wiping out the unit. In fact, storming headquarters is the best strategy to use for the scenarios in which the computer outnumbers you heavily. The computer tends to rely on massive frontal assaults. If you can send your most mobile units — truck-mounted infantry and armored cars, for instance — on a long end-run around one flank, you may be able to get the drop on headquarters, even though you're losing elsewhere.



Since you're outnumbered in the air, try moving your air units safely out to sea until the odds are more balanced.



The enemy opens his attack with massive air raids. Respond by striking at his supply trucks.

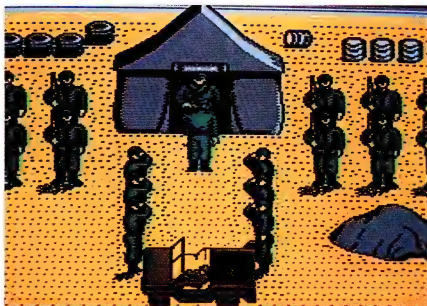
Enemy airplanes have landed at your airfield to refuel. It's lucky you kept an anti-aircraft unit in reserve to thwart such a move!



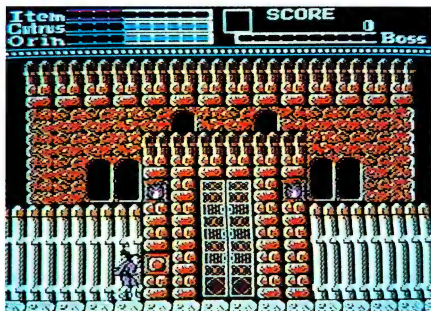
Your bombers have launched a sneak attack on enemy headquarters, inflicting light damage. Attacks launched from the flanks and rear tend to be more damaging than frontal assaults.



Your sneak attack on the enemy headquarters is successful. Victory is yours!



8 EYES

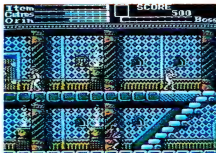


Welcome to the home of Duke Enriquez Bartona, a supreme master of fencing. The Black Butterfly of Pereshusu is hidden here.

You have to recover all the jewels and scrolls to complete the game, but remember that everything must be done in a particular order. If you begin a stage and find that your weapon is useless against the enemies in the castle, then you have started at the wrong place. When you defeat a duke, you get another weapon, but one effective only against one other duke. So when starting the game, take the hint from Cutrus and begin in the Spanish Castle.



There are a number of castles from which to choose, but there's only one correct place to begin your quest.



Danger comes from both land and sky within the Castle Bartona. You and Cutrus must work as a team if you hope to leave alive — and with the black pearl in your possession.

THE GAME

In the generations following the great nuclear war, civilization lies in ruins. A hundred different factions are all vying for the few resources still remaining on Earth.

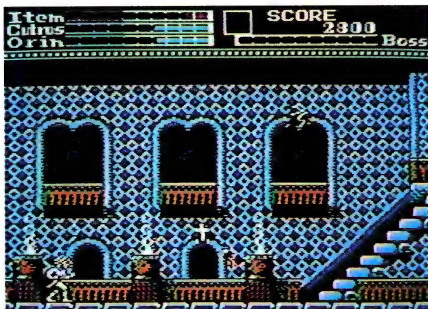
But just when things looked their darkest, the Great King gained control of the 8 Eyes, rare jewels that were created at ground zero of eight nuclear explosions and have the power to renew and rebuild the Earth. However, used unwisely, the 8 Eyes could also destroy the planet.

"Unwise" definitely describes the eight dukes who have stolen the jewels to use for their own evil purposes. They have banished the Great King to the nuclear wastelands. You, Orin the Falconer, must return the jewels and the King and put the world to right. Your falcon, Cutrus, accompanies you to eight different castles. In each, you must battle one of the eight dukes — as well as the mutated monstrosities they send to halt your progress. Living skeletons, mud men, blazing skulls, and ghosts are but a few of the nightmarish creatures within the castles' walls.

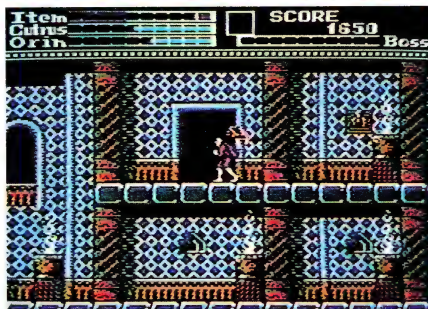
Uncover certain jars to increase your powers or defeat enemies to add to your weapons supply. Bomberangs, guns, and daggers are yours for the taking. Cutrus, the falcon, is useful — and often necessary — for defeating particular enemies. Your primary goal, however, is to reach each duke and retrieve the jewel he or she is holding. Good hunting, Orin! The world is depending upon you.

Taxan

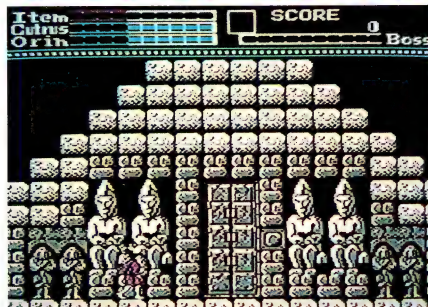
Sometimes it's best to send Cutrus out ahead as a scout. He can draw any hidden threats out in the open.



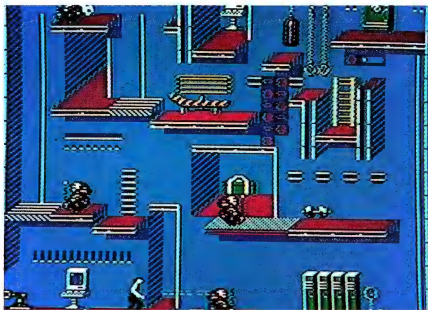
It takes a sharp eye to spot the hidden actuators for many of the doors. Just search all around a door's perimeter, and you'll eventually find the button.



From the looks of this condo made of stone, you might expect to run into Cleopatra, or even King Tut himself.



IMPOSSIBLE MISSION II

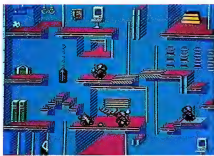


There are items to search in every room you enter. If a robot attacks while you're searching, you can retreat and then go back without losing time.

In the long run, it's probably easier to work through the eight towers than to try to break into the safes and assemble the music for the express elevator. Every time you find a number, go back into the hallway and find out if it fits into the combination. You can put it in any position and run it through your pocket computer. When a number matches, the word "found" will flash. When you find all three numbers, "complete" appears and you can move to another tower.



Power items include regular and lift platforms, light bulbs, time bombs, mines, and electric plugs that deactivate the robots briefly. Select the items from a security terminal.



Timing is always tricky. Here, for example, you have to jump to the horizontal lift without falling off the edge. It's not easy to get those lifts moving without running off the edge, either.

THE GAME

Evil Elvin Atombender, the maniac mastermind from the two personal computer *Impossible Missions*, has broken into Nintendo. Not only that, but he's broken into a skyscraper and is filling it with deadly robots and computers. His plan, naturally, is to destroy the world by infiltrating all the computers. You're a futuristic Sam Spade who must stop him.

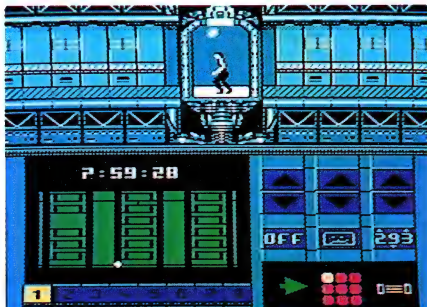
Eight towers lie between you and Elvin. You should begin by exploring the many tower rooms, looking for clues, objects — anything you can find that might help you. Armed only with a pocket computer, you also must dodge Elvin's security robots, sometimes tapping into the complex's own computer system to disable the mechanical force. The computer system also allows you to turn on lift platforms and lights, and you can arm mines and time bombs to destroy particularly dangerous droids.

Be thorough, but work fast. You're under a time limit, and the explosives won't let you buy time. You must search for the security codes in each tower, use your pocket computer to break the codes, and proceed toward the ultimate confrontation with Atombender. Or you can try to break into safes in the first six towers, record the music you find, and try to fit the tunes together correctly to open an express elevator to Elvin.

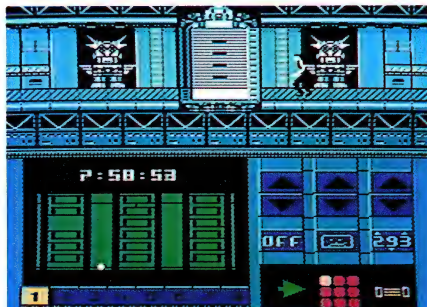
Those who love blasting monsters should be aware that this is not that type of game. It's more like an espionage novel in animated form, and it plays beautifully on the Nintendo system.

S.E.I.

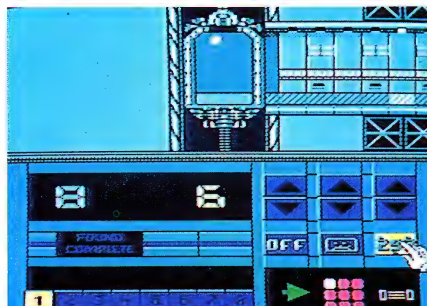
The split screen appears when you're in the hallways or elevators. Study the layout of the tower you're in. Sometimes difficult rooms can be reached from the bottom and top so you can pick up more items.



If you can manage to open every safe on the first six levels, record the pieces of music you find in the safes on your tape recorder. When you put the music in the right order, you can take an express elevator to the eighth tower.



Putting the numbers you find in your search into the right combination will open the doors from one tower to the next. If you don't plan to take the express elevator, you'll have to go through all eight towers to find Elvin.



KING'S KNIGHT



Your quest begins in the fair countryside of Izander. It won't be fair for very long, however.

THE GAME _____

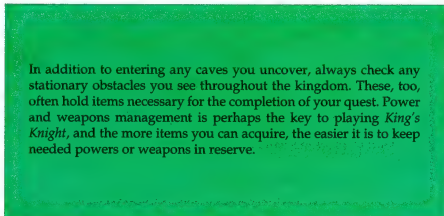
King's Knight is a quest game with a difference. Instead of playing just one hero, you are four different champions, each with his own unique powers. Throughout most of the game, these characters fight separately, each gaining experience and power and uncovering the parts of the magic spells needed for the final stage. Only at the end of the game do the warriors unite.

King's Knight begins in the kingdom of Izander, where the Princess Claire has been spirited away by an evil dragon. Ray Jack, the knight; Kaliva, the wizard; Barusa, the monster; and slippery Toby, the thief, all must go their separate ways. Each hero must find the pieces of his particular spell. A spell consists of four elements and is unique to a particular character. It may be used only once, and only during the final battle against the dragon.

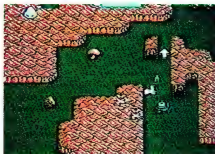
But there are also skirmishes to fight and items for enhancing power and abilities to find. Only when these piddling details are met can the four reunite to battle the dragon and free the princess.

Because there are four distinct characters to control, *King's Knight* puts a premium on strategic and logistic thought. It can be played by one player, but multiple players will probably provide a more effective and enjoyable game.

Square Soft

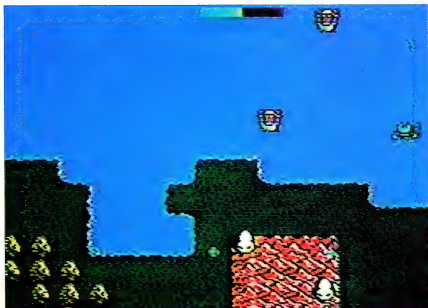


Always avoid the "down" arrows you uncover, or you'll lose some of your life force.



Grab that shoe. You can move a lot faster when using one of these.

The water isn't very deep here, but it's deep enough to hold a plethora of dangers for the unsuspecting knight.



Even a sunny day can have its hazards. Those tornadoes bearing down on you are more powerful than they appear. And they look pretty fierce.



Check out all the stairs you find. Most lead to hidden caves where you can find special items to help you.



THE MAGIC OF SCHEHERAZADE



The key to this quest is information. Ask questions of everyone you meet.

THE GAME

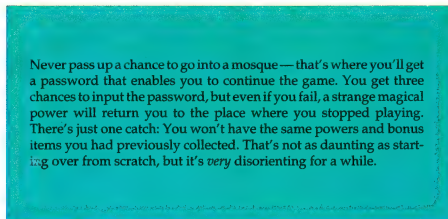
Remember the legend? As long as Princess Scheherazade could entertain the sultan with her stories, her life was safe. Fortunately, she had a knack for spinning a good yarn, and eventually her 1001 stories became *The Arabian Nights*. *The Magic of Scheherazade* is not based literally on any one of the stories, but takes its look, mood, and fanciful colors from that collection.

In this game, Princess Scheherazade is your sweetheart — and the evil magician Sabaron is your enemy. Sabaron is unleashing a horde of demons on Arabia, and, since he fears your magical powers, he has not only kidnapped your princess, but erased your memory and hurled you, by magic, into another time zone as well.

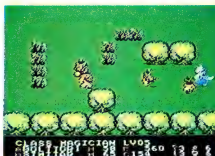
Fortunately, you are able to overcome these disadvantages with the help of Coronya, a time spirit who leads you through the time-door and back into Arabia. You'll make other time journeys in this game, as well as quests in five different worlds, each of which corresponds to one chapter of the overall story.

The Magic of Scheherazade is a complex game, with a multitude of levels, possibilities, subscreens, spells, and supporting characters. Monster-bashing is not nearly as important as magic, and some of the special visual effects that occur when you cast spells are really exciting. This is one of the most beautiful Nintendo games, as well as one of the more challenging.

Culture Brain



Hotels are marked with an "H." Stay in one when you need to restore your magic powers.



Bandit attacks are seemingly random. You may be able to avoid combat by exiting the screen, then returning.

Magic is much more important in this game than swordsmanship.



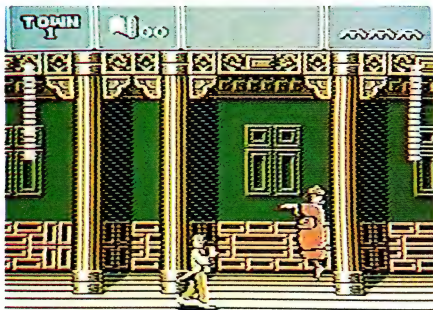
There are some fairly complicated sub-screens in this game, but using them becomes second nature very quickly.



Magic is usually enhanced during a solar eclipse — if you're ready to take advantage of the opportunity.

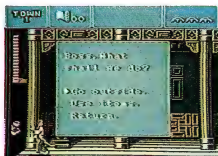


PHANTOM FIGHTER

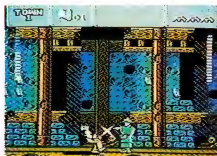


This floaty phantom is a Kyonshie. Get used to seeing them. They're swarming all over eight different villages.

The best way to fight the Kyonshies is to kick them once, then back off. The Kyonshies will then follow you. When they do, repeat the maneuver. Even if they corner you, you aren't in that much danger since you can run past them as long as they're not punching. So if you *do* get cornered, run past them just as they land and before they have time to swing a punch.



When you clear a room, a door appears, and your faithful (but useless) apprentice will give you some options for your next moves.



The only way the Kyonshies can harm you is with their punches. But those knocks are very dangerous, so it's best to stay out of range.

THE GAME

Here's a martial arts game with a twist. You're not going to earn bonuses by killing hordes of villains. Instead, you have to answer questions scattered throughout the game. It's *Kung Fu* meets *Jeopardy!*

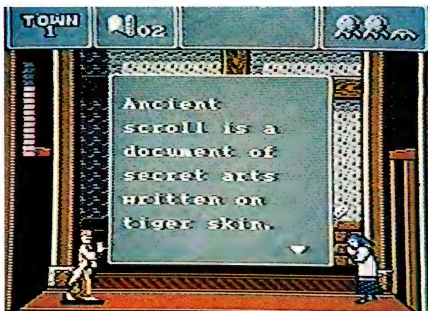
You're the Phantom Fighter, Kenchi. You've been asked to help save eight villages that have been invaded by Chinese phantoms called Kyonshies. Each village is filled with houses, temples, graveyards, and a kung fu training school. You must search through the buildings, looking for valuable items and fighting any Kyonshies you find.

All of the items you find except the scrolls — including tontem mirrors, talismen, sacred swords, jades, and bells — can be picked up over and over as you use or lose the items. But to keep from fighting the Kyonshies over and over unnecessarily, find the best way to move through the villages. Once you find the right path, the road will be easier.

You should also learn new fighting maneuvers as you progress from village to village and face more of the 15 types of enemies in *Phantom Fighter*. After you've found a few scrolls, visit the kung fu training school to learn new moves. The kung fu master will take your scrolls, then ask you questions. Only if you provide the correct answers can you enter training.

FCI

Save your scrolls until you're near a kung fu training school. Then you can trade them in for lessons. And they work better than green stamps!



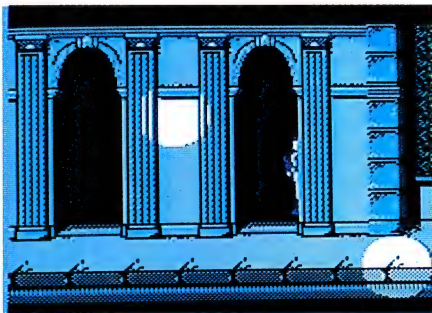
Here's the boss of the first village. This Kyonshie is followed by several shadows of himself. He's tougher to beat than the earlier Kyonshies, but the same method of fighting will still be effective.



One key to your success is to pick the best path through each village. The more you backtrack, the more fighting you'll have to do and the more your health will be at risk.

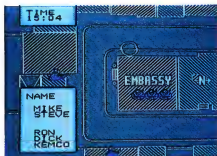


RESCUE: THE EMBASSY MISSION



Don't let your snipers get caught in the terrorists' lights, or they'll be cut down.

Rappelling from the roof to the windows is not as easy as it looks. You have to stop on a dime and then gain entry by smashing the window with your feet. A clumsy effort will turn your character into a stain on the cement (and parents beware — the violence and shoot-outs are about as graphic as anything yet issued for Nintendo), so practice carefully in the training scenario. A series of short jumps is easier to control than one long descent, however dramatic the latter may look.



Use the blueprint map to position your men and plan your attack on the embassy.



Your outside snipers can even the odds before you actually go inside.

THE GAME

Surely one of the most realistic Nintendo games on the market, this tension-packed adaptation of the computer game *Hostage* takes its story directly from today's headlines. Terrorists have taken over the American embassy in a foreign capital and are holding hostages.

Your job, as commander of an elite anti-terrorist strike force, is to devise a rescue plan, deploy your men, break into the embassy, and then take control of a room-by-room manhunt. Stalking the terrorists takes careful planning, good small-unit tactics, and split-second timing.

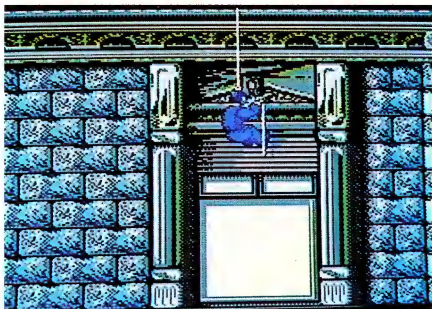
You must first position several snipers around the outside of the embassy — not an easy task, since the terrorists are sweeping the area with spotlights and anyone who gets caught in their beams instantly draws a hail of machine gun fire. Once the snipers are in place, they can act as your "eyes" and, with luck, you can knock off a few terrorists when their shadows appear at the windows.

The second step is to lower your assault team onto the building by helicopter, then gain entry by having each team member rappel down the side of the building and smash in through a window.

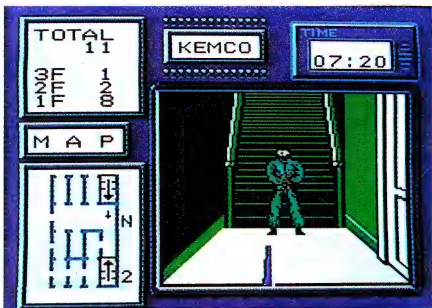
There are four levels of difficulty, each with a more challenging time limit. The task of stalking each terrorist through the halls and stairwells of the building is exciting and made more demanding by the fact that you'll probably be outnumbered — unless your snipers were very lucky.

Kemco-Seika

Rappelling down the sides of the building is much trickier than it looks.

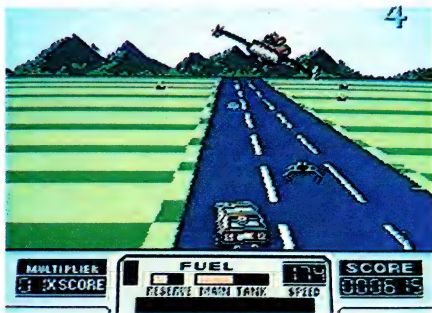


Once inside, be on the alert. Terrorists can change position in a matter of seconds.

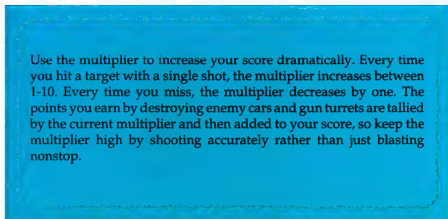


When a terrorist appears, shoot fast!

ROAD BLASTERS



Be sure to move your car under and catch the “attribute packs” that drop every now and again to get powerful weapons that clear traffic far more effectively than normal fire.



Running out of fuel costs you a life, so be sure to run over the green fuel globes scattered across the road and on the shoulder.



As you progress through the races, you'll find danger not only from enemy cars and motorcycles, but also from land mines, toxic spills, and gun turrets alongside the road.

THE GAME

The open road. The long stretch of highway rolls in front of you, an endless ribbon of speed, freedom ... and death. You're not on a pleasure cruise. You're entered in a grueling rally where the winner ends up a hero and the losers end up dead.

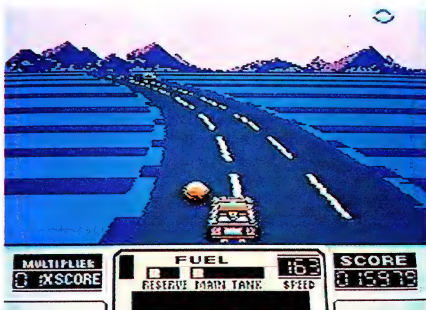
The rally is made up of 50 races across backdrops ranging from Bubble City to the forest, from the molten zone to the sunset strip. You can't waste time by stopping to refuel, so you must pick up globes of fuel as you whiz past them. Enemy racers pose a threat, so blast them off the road.

You start the race with a pretty wimpy weapon, but a support plane will drop more powerful weapons as the races progress. The U.Z. cannon is a rapid-fire gun. The electro shield protects your armored vehicle from collisions as well as bullets from gun turrets located alongside the road. The nitro inject can briefly boost your speed to almost 300 mph, though you can only use it three times. And cruise missiles destroy everything in your path. But watch out — they'll destroy fuel globes, too.

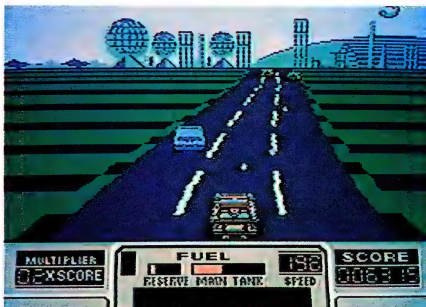
Fans of *Spy Hunter*, *Knight Rider*, and *Rad Racer* are sure to enjoy *Road Blasters*. But those people who dislike NES driving games won't find anything in *Road Blasters* to change their minds. Still, it's fast action and quick death for the roadhog and lead-foot crowd.

Mindscape

Orange-brown fuel globes appear after you shoot certain cars. They're a little harder to grab, but just as important as the green globes.



Remember that the large blue command cars can only be destroyed with a cruise missile or electro shield. So when you hit them with any other weapon fire, the command car won't be destroyed and the multiplier will decrease even if you've shot accurately.



Success! But even if you've finished this race, there are dozens more to enter before you can become champion of the rally.



ROAD RUNNER

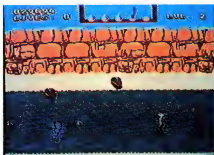


After playing through a few levels and losing all five of your lives, a shortcut feature allows you to continue. But even the shortcut closes after you lose three times.

When you encounter land mines, you can jump them for extra points. You should jump the same mine as many times as you can to add points to your score. You can also find lemonade along the way. Drinking lemonade is always a risk, however. Some of it is good for you, but some is deadly. And there's no way to tell which to drink and which to avoid.



The pogo stick is among the devices Wile E. Coyote uses to make up for his lack of speed.



Here is a chance to dodge your pursuer and lure him into the path of a falling boulder.

THE GAME_____

Remember watching Road Runner cartoons where the fast bird always escaped the ever persistent Wile E. Coyote? Did you ever wish that just once the coyote would win? Now you'll see — that is, if you're not fast enough at the controls — what happens when Wile E. Coyote wins.

It's just you, Wile E., the open road, some birdseed, and a variety of obstacles in this game. There are 99 different levels, but when you reach the 99th the game returns to level 1. You'll go loony before you finish this endless game.

As the Road Runner, you must collect the birdseed you find in small piles on the road. Running from Wile E. takes a lot of energy. In the rush, if you pass by more than five birdseed piles you will run out of energy and stop dead in your tracks. And no doubt Wile E. will be right on your heels.

As in the cartoon, Wile E. has some neat Acme gadgets to aid in his pursuit. He's not too difficult to outrun when he's on roller skates, but if you get too far ahead of him, he'll grab a jet-pack to speed up. There are also heli-packs to send Wile E. soaring, as well as other inventive transportation devices.

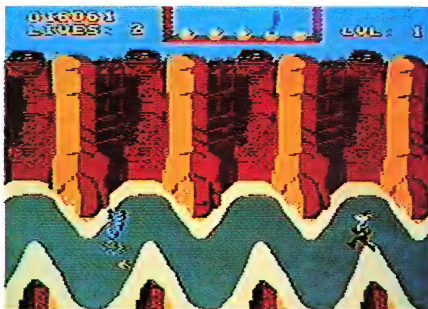
Road Runner is obviously intended for young Nintendo fans, and most will probably enjoy seeing their cartoon favorites brought to life. The graphics are clear, the movements smooth, and the violent deaths — like their cartoon counterparts — only temporary.

Tengen

It's great if you can trick the coyote into the path of a car, but make sure you don't get hit as well.



Watch the bird seed meter at the top of the screen. If you pass up five chances to eat, you'll stop in your tracks.



Most of your strategy involves dodging Wile E. Coyote. If he gets too close, just keep moving to elude him.



ROCK'N'BALL

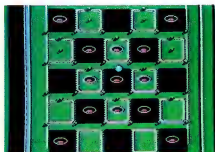


The traditional pinball game includes a feature that lets you "shake" the screen to the right or left, so you can put a little extra English on the ball.

You can play all seven games using any of six characters, each of whom has a slightly but significantly individual way of working the ball. Tom, for instance, is a good all-around player, perfect for beginners. Billy is a flipper ace. John uses big flippers and hits hard, but tends to be a bit slow. Lisa has a very individual style, one that some human players may find disconcerting at first. And Diana seems to improve as the human player's skill level increases. Experiment to see which character gives you the best control and the highest scores.



You can portray any of six players during a game. Each player uses the flippers in a unique way — although some of the differences are fairly subtle.



In Nineball, you place a bet, then try to shoot the balls into a "bingo" pattern — across, diagonally, or straight up and down.

THE GAME

It's gratifying to see how contemporary game technology keeps generating exciting new twists to classic pastimes. You can play chess with animated pieces that actually do battle, play miniature golf on fantastic courses that defy gravity, and shoot pinball in ways that would be difficult or impossible to enjoy on real machines.

Rock'n'Ball is the latest pinball simulation for the Nintendo game system, and in some ways it is the fanciest and most colorful one of all. It's also something of a real entertainment bargain, since it's really seven games in one package. First of all, you can play old-fashioned pinball (against the computer or with up to three friends) on a very colorful screen, with a surprise "special level" that opens up to the most skillful players. In addition, there are six interesting variations:

- A game called "Nineball," in which you make bets on your ability to shoot balls into bingo-style patterns across, diagonally, or straight up and down.
- Two sports games — hockey and soccer — which use the ball-and-flipper principles of pinball to govern play.
- Three "flipper battle" games in which the object is to sink your ball into the opponent's goal while thwarting the opponent's attempts to do the same to you.

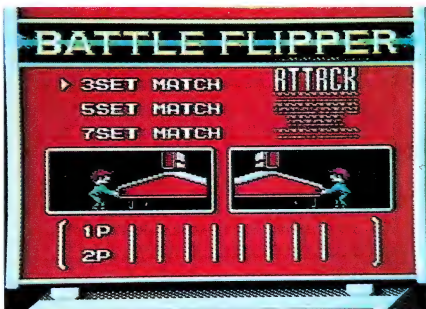
Rock'n'Ball is a Nintendo cartridge for all ages and a pinball wizard's delight.

NTVIC Corporation

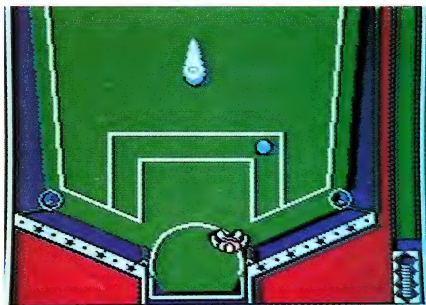
Each of the three battle flipper games has a variety of targets and obstacles. Move the flippers forward for offense and backward for defense.



Each battle flipper game consists of three, five, or seven sets. There are three different variations: thunder, bomber, and attacker.



In the sports games, you are your own goalkeeper. Block your opponent's shots with your goalie and shoot to score with your flipper.



SHADOWGATE



Every time you make a false move, you come face to face with this grim castle-dweller.

Study your inventory of spells and items closely and try using various things in strange and unconventional ways. For example, your torches are useful for lighting the way, but you can also try burning things with them. Lots of things. Sometimes the results are surprising. Basically, however, you should try the Use, Open, and Take commands on everything in each new area you come to.



When you reach the throne room, make sure the dead king has his scepter.



You'll definitely need the weapons from this room. But you must watch out for the fire-breathing dragon at the far end.

THE GAME_____

When it was first released for personal computers, *Shadowgate* quickly earned a reputation as a real mind-bender. The story line bent, twisted, and was tied in knots at every turn by traps that seemingly could not be avoided and puzzles that seemingly could not be solved.

As translated into the Nintendo format (with graphics that really are a significant improvement over the personal computer's CGA ones), *Shadowgate* retains every bit of its fiendishness. The quest remains about as simple as can be: cleanse the ancient castle Shadowgate of its evil inhabitants and prevent the Warlock Lord from unleashing the monster Behemoth on the world.

Naturally, there are secret passageways, perilous rooms, nasty booby traps (some of them genuinely sadistic — you may wonder about the mental condition of the game designers before you're through!), dark dungeons, and a fairly horrific assortment of supernatural enemies.

You need cunning and a somewhat twisted sense of reasoning to get through the game — although a good sword comes in handy, too. Fortunately, you collect dozens of special items, powers, and spells as you go from room to room. The challenge lies in figuring out weird and imaginative ways to use them.

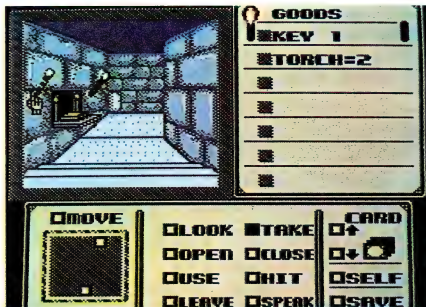
Though you're sure to get killed dozens of times as you progress through the castle, mercifully, there is a save-game feature. It is strongly suggested that you use it before venturing into any perilous situation.

Kemco-Seika

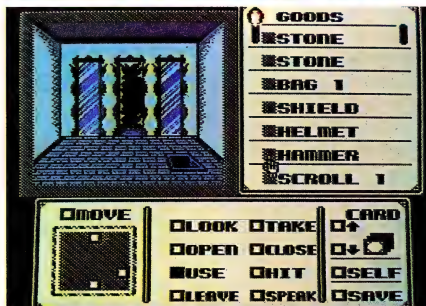
You encounter this troll twice. Use a spear on him the first time and a magic spell the second.



Don't let your torches go out! The music changes a few seconds before you're plunged into darkness.



In the hall of mirrors, try breaking the middle one — it offers the best chance of survival.

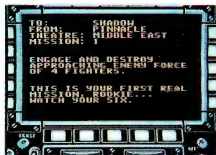


STEALTH ATF



The tower gives you a go as you throttle up to the redline. Then you pop the brakes, and begin your roll.

Since the days of World War I, one of the most effective aerial maneuvers in dogfighting has been the Immelmann turn. It's particularly effective with *Stealth ATF*. Just when an enemy fighter passes you, make a half loop followed by a half roll, and you'll be on his tail and ready to fire. It's also a quick way to gain altitude.



The mission board lets you know what's going on. In this case, it's a tough mission for you and your ATF.



Speed is critical at takeoff. If you try to lift off at too low a velocity, you may end up with an aborted mission.

THE GAME_____

With its performance and potential still shrouded in secrecy, the Stealth fighter flashed onto the scene last year to a chorus of "I-told-you-so's" from aviation experts. For years, the plane's existence was just a rumor. Even now, all we have are a few photos ... and *Stealth ATF*.

While not pretending to be a wholly accurate simulator, *Stealth ATF* does give a taste of what flying the mystery fighter must be like. Armed with guns and missiles and using the latest in radar and targeting equipment, your fighter must go behind enemy lines to accomplish what conventional aircraft cannot.

Because of the fighter's low radar signature, you initially have the upper hand against interceptors. If you let them get too close, however, your advantage disappears. Once the enemy can use visual interception, the mission is reduced to old-fashioned, seat-of-the-pants dogfighting. And that's where the real fun begins.

The Stealth fighter, just like its real-life counterpart, is maneuverable to the point of instability, so that you can literally turn on a dime in aerial combat. You also have automatic tracking missiles, and with a little practice, you should be bringing down the MiGs and Sukhois by the dozen.

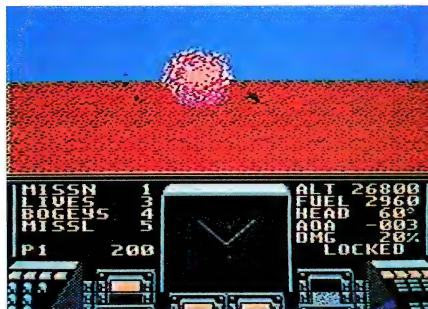
Though we still don't know most of the details of the real F-117 Stealth fighter, perhaps *Stealth ATF* will make gamers as knowledgeable as the aviation experts. And they'll have some fun in the bargain.

Activision

You'd better be quick because a target lock-on doesn't last long. If you're too slow, you'll waste the few missiles you have.



Got him! But don't start congratulating yourself too soon. If you're not careful, his wingman will soon have you in his sights.

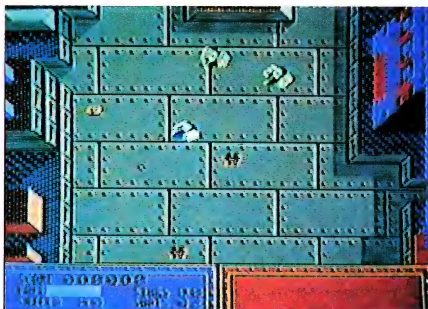


Here's the toughest mission of all — an infiltration into enemy territory at night. Though they can't see or track you, you may be in the dark as well.



VINDICATORS

THE GAME _____



At this stage, the enemy tanks aren't very effective and can often be maneuvered around. They do get tougher later, however, so be prepared.

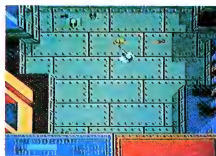
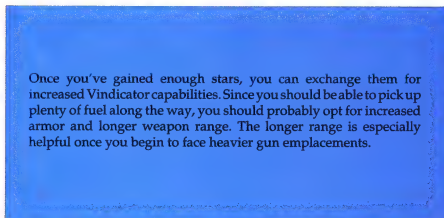
The Earth is in a grip of terror! Long-range reconnaissance has revealed the existence of mammoth space stations heading this way. And scientists have discovered that these ships are invincible to attack from other space vehicles. The decision is made to send the *Vindicators*.

The Vindicators are powerful battletanks, equipped with the latest weapons. The plan is to use them to infiltrate and destroy — one by one — the invading space stations. Opposition within the stations is expected to be tough, but you can customize your tank for more firepower and range.

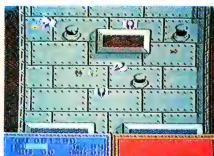
Littered throughout the stations are fuel canisters and stars you accumulate in order to modify your tank. Also littered about are numerous enemy tanks, gun emplacements, and booby traps. You can shoot your way out of a lot of trouble, but there will be times when you may blunder up a dead-end corridor, and all the firepower in the world won't save you.

You must get through several stages on each station before you reach the main airlock. Once you set off the self-destruct sequence and blast your way out, it's on to the next station. You're one step closer to gaining the gratitude of the entire solar system.

Tengen

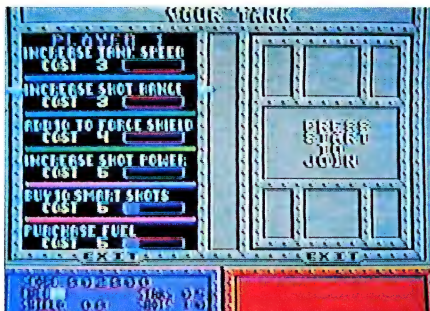


Be sure to grab that fuel canister. And don't forget to pick up the key. You can't move to the next stage without it.

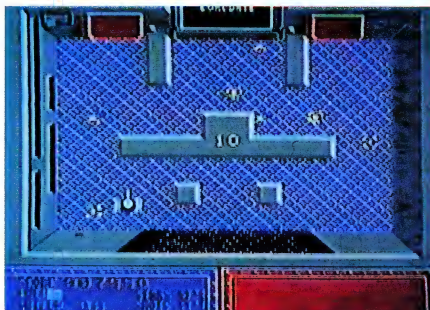


The bunkers can be tough, but they can only shoot when in the raised position. You, however, can destroy them any time.

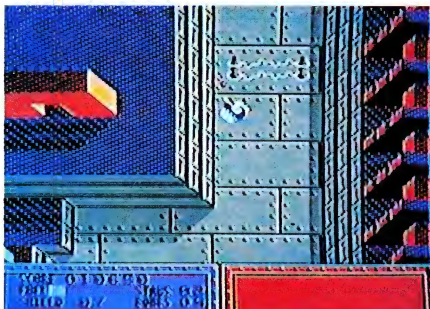
If you only have a few stars, customize your Vindicator with longer-range guns. When you can shoot from farther away, your armor becomes more effective.



In the airlock, the timing for destroying the lock and getting out is a little tricky.



These force-field accumulators look tough, but a well-placed shot is effective if you shoot before they power-up completely.



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Wrenk World • Boxer</p> <p>Call for Other Cartridge Game Titles We Buy Used \$5.00 We Sell Used \$15.00</p>	NES Gameboy	109.99	99.99	Gameboy Carrying Case Soft	14.99	12.99	Gameboy Rechargeable Battery Pack	34.99	32.99	Gameboy Nightly Daily Hand Plastic Carry Case	12.99	9.99	<h3>SPECIALS THIS MONTH</h3> <p>Buy any 4 get a free membership</p> <table border="0"> <tr> <td>Adventures of Bayou Billy</td> <td>39.99</td> </tr> <tr> <td>Adventures of Dino Riki</td> <td>39.99</td> </tr> <tr> <td>Air Fortress</td> <td>44.99</td> </tr> <tr> <td>Adventures of Lolo</td> <td>44.99</td> </tr> <tr> <td>Bad Dudes</td> <td>39.99</td> </tr> <tr> <td>Bugs Bunny</td> <td>39.99</td> </tr> <tr> <td>Bubble Bobble</td> <td>39.99</td> </tr> <tr> <td>Casino Kid</td> <td>39.99</td> </tr> <tr> <td>Bump N Jump</td> <td>39.99</td> </tr> <tr> <td>Back to the Future</td> <td>34.99</td> </tr> <tr> <td>Cosmo Kid</td> <td>37.99</td> </tr> <tr> <td>Cybernoid</td> <td>39.99</td> </tr> <tr> <td>Black Bass</td> <td>44.99</td> 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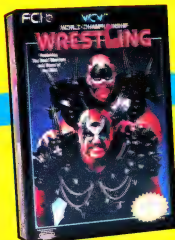
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